

“Still”
1008-060
Network Pitch

Date 01/25/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director
Cole Sanchez

Storyboard by
Somvilay Xayaphone & Kent Osborn

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ADVENTURE TIME

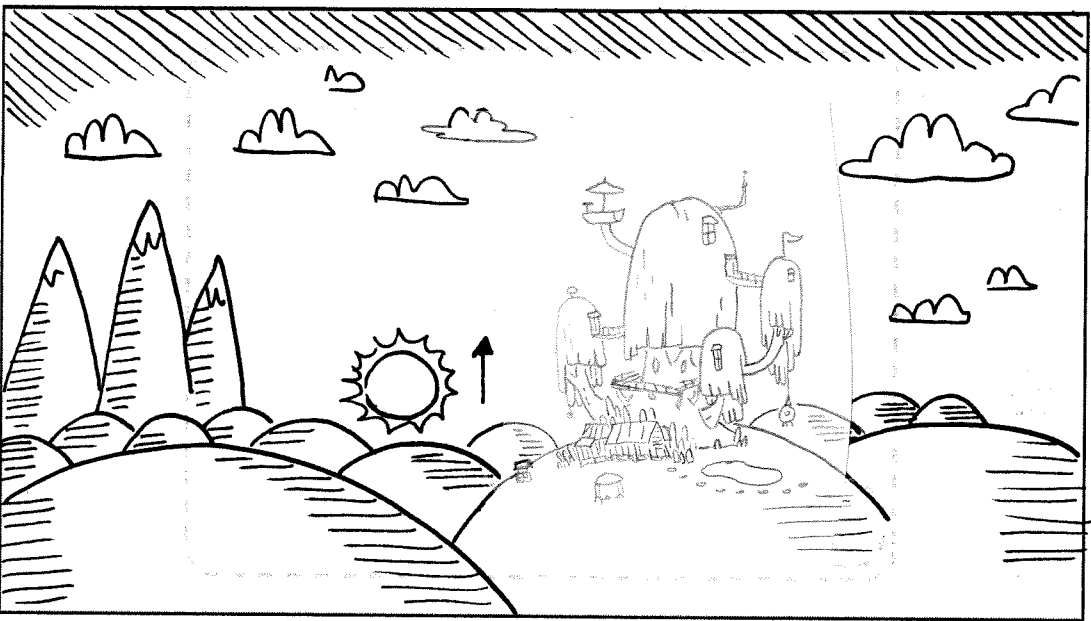


Page 1

Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night



Dialog:
Action:
Timing:

(sunrise)

EPISODE # 100860

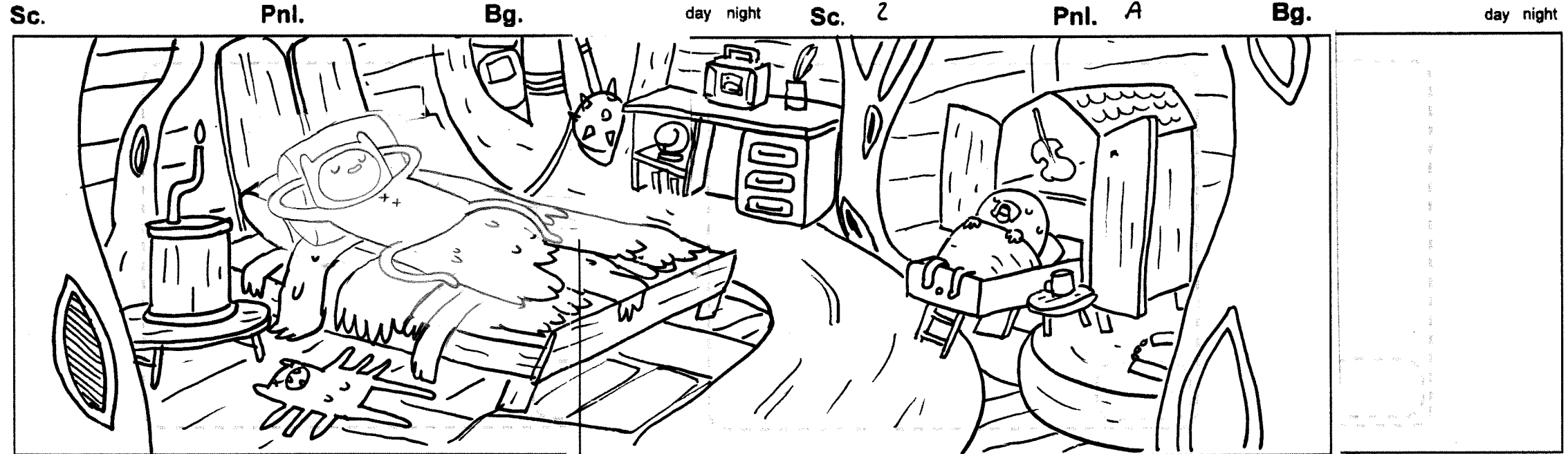
Production :

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ADVENTURE TIME



Page 2



Dialog:

F + J: *sleepy snoring*

Action:

END
PAN



START
PAN



Timing:

Jake sleeping
peacefully.

100860

EPISODE #

Production :

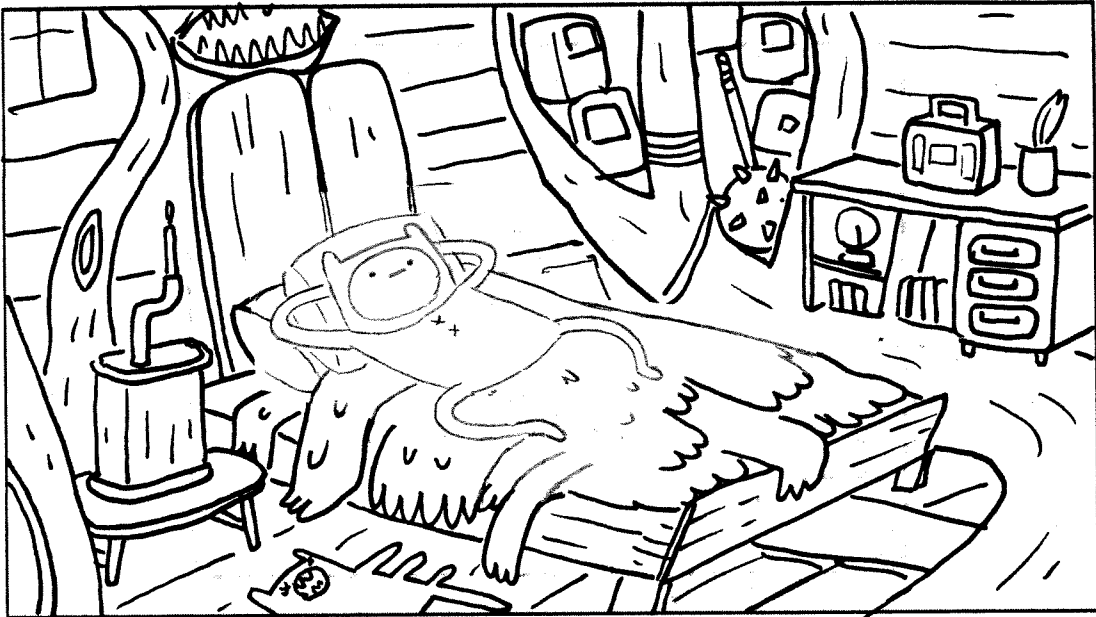
ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	
Action:	(room gets brighter as sun rises) (Finn's eyes open)
Timing:	

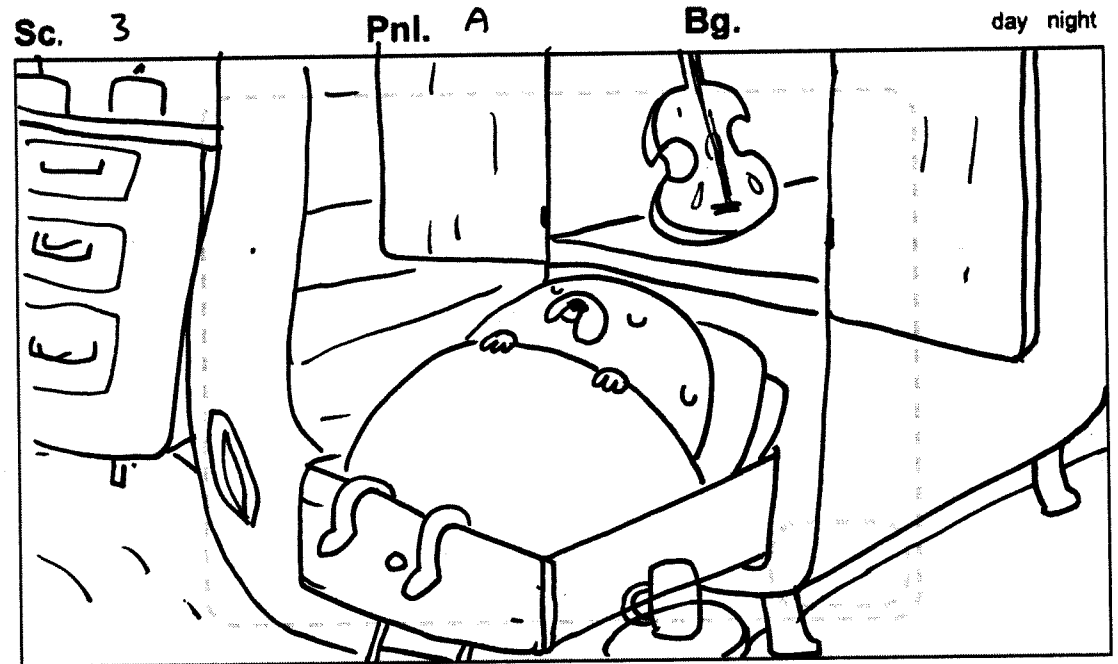
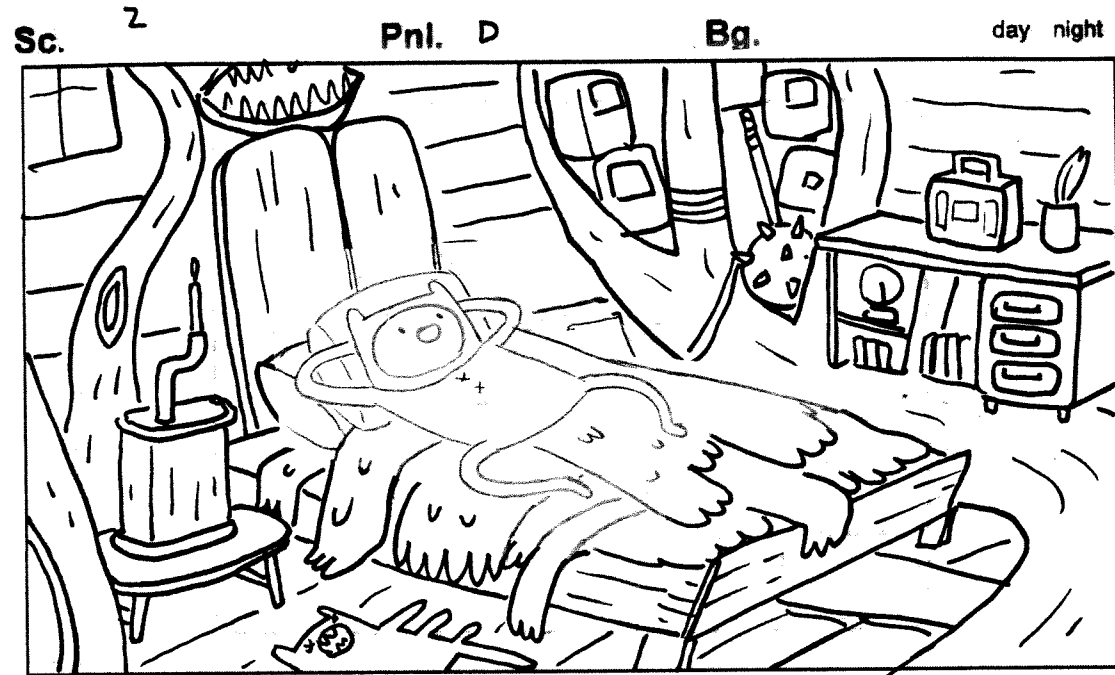
100860
EPISODE #
Production :

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ADVENTURE TIME



Page 4



Dialog:

F / JAKE!

F (O.S) HEY, JAKE!

Action:

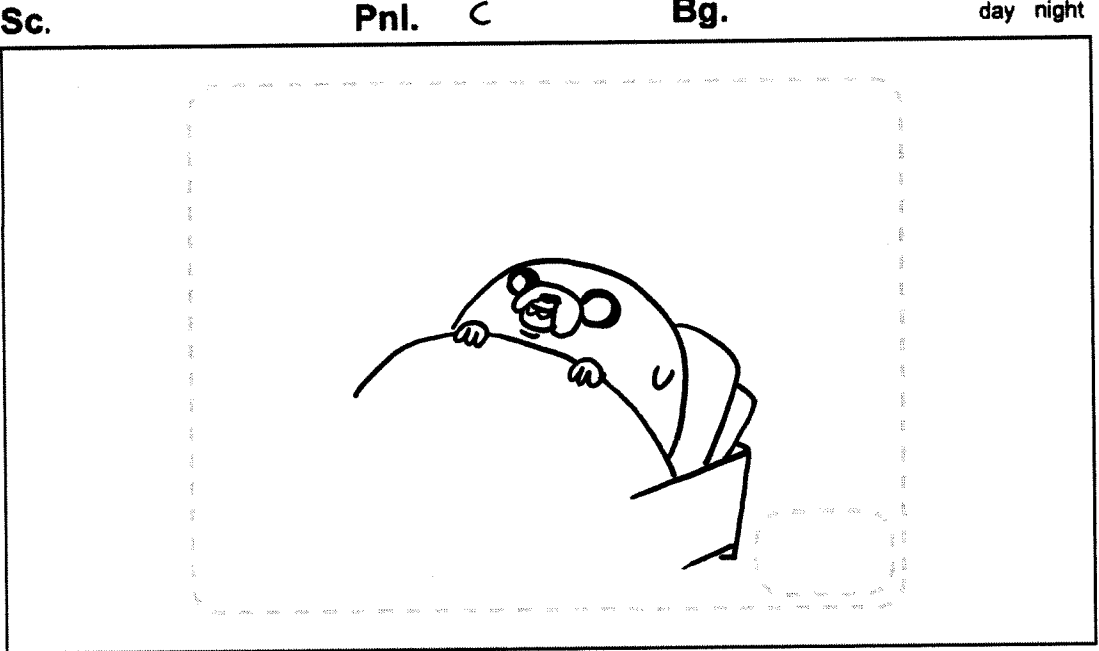
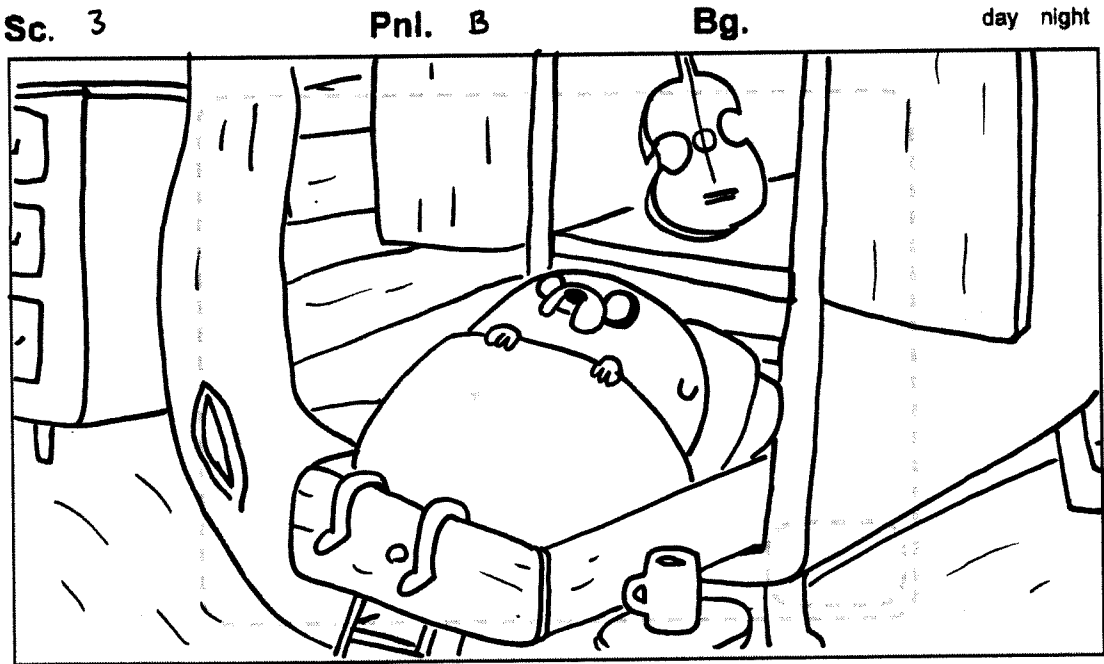
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



Dialog:	J / (LAUGHING) WHY ARE YOU SLEEPIN' LIKE THAT ?
Action:	(Jake opens his eyes)
Timing:	

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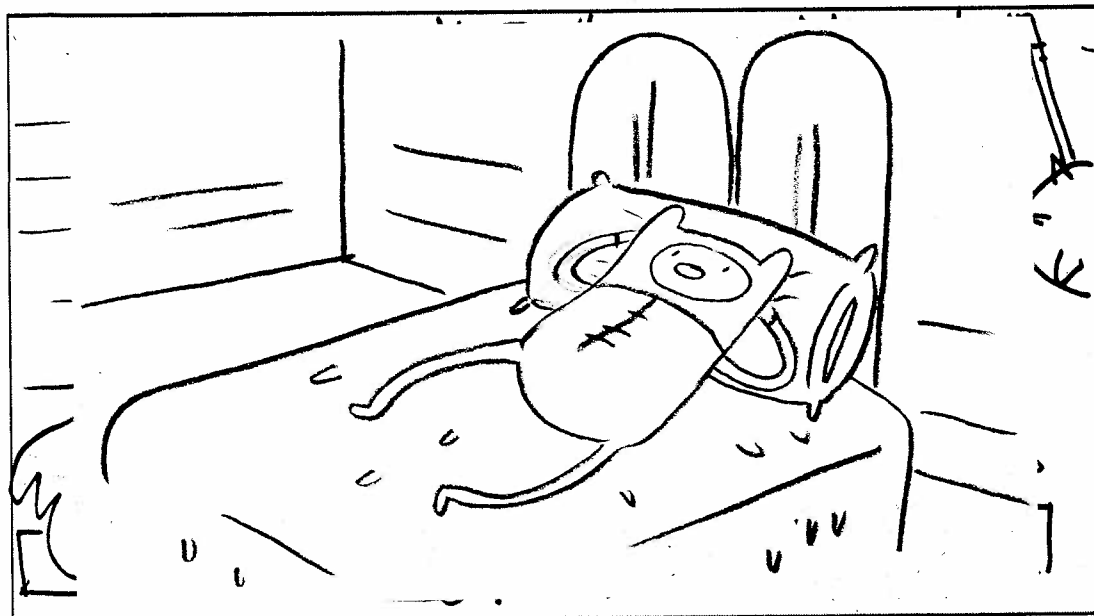
Page 6

Sc. 4

Pnl. A

Bg.

day night

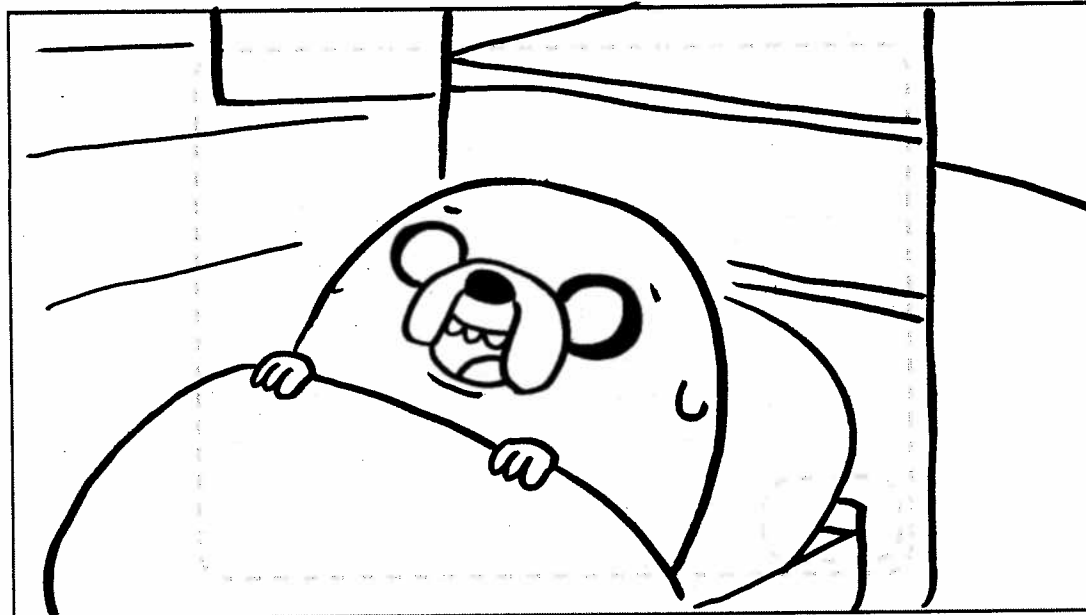


Sc. 5

Pnl. A

Bg.

day night



Dialog:

F / WHY ARE YOU STARING ?

J / I'M STARING BECAUSE
I CAN'T MOVE MY HEAD .'

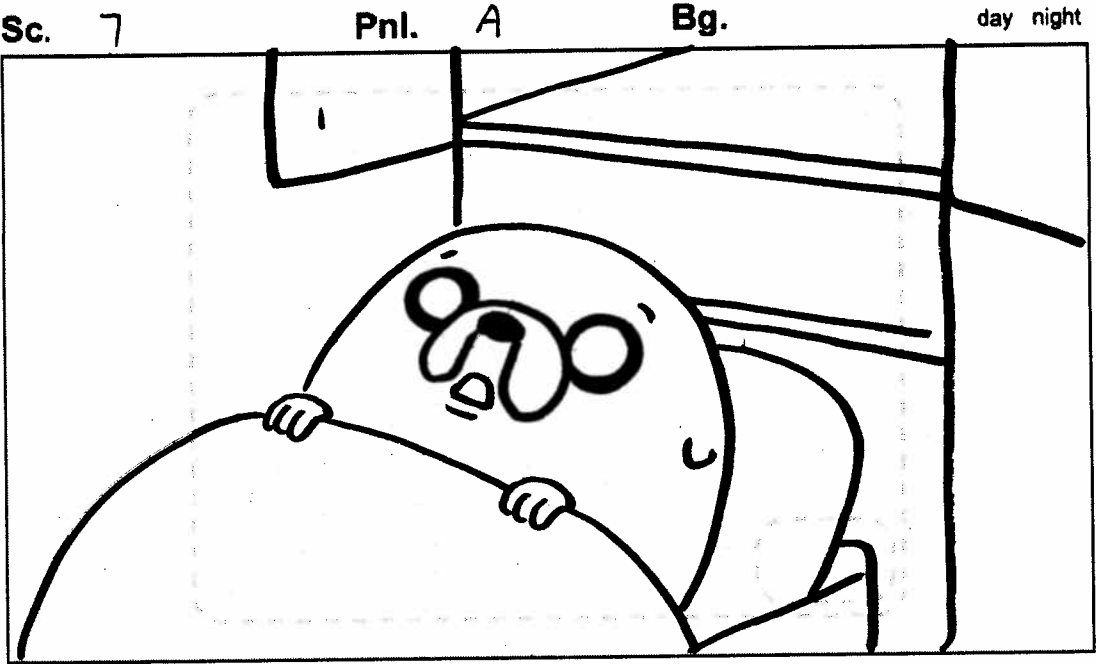
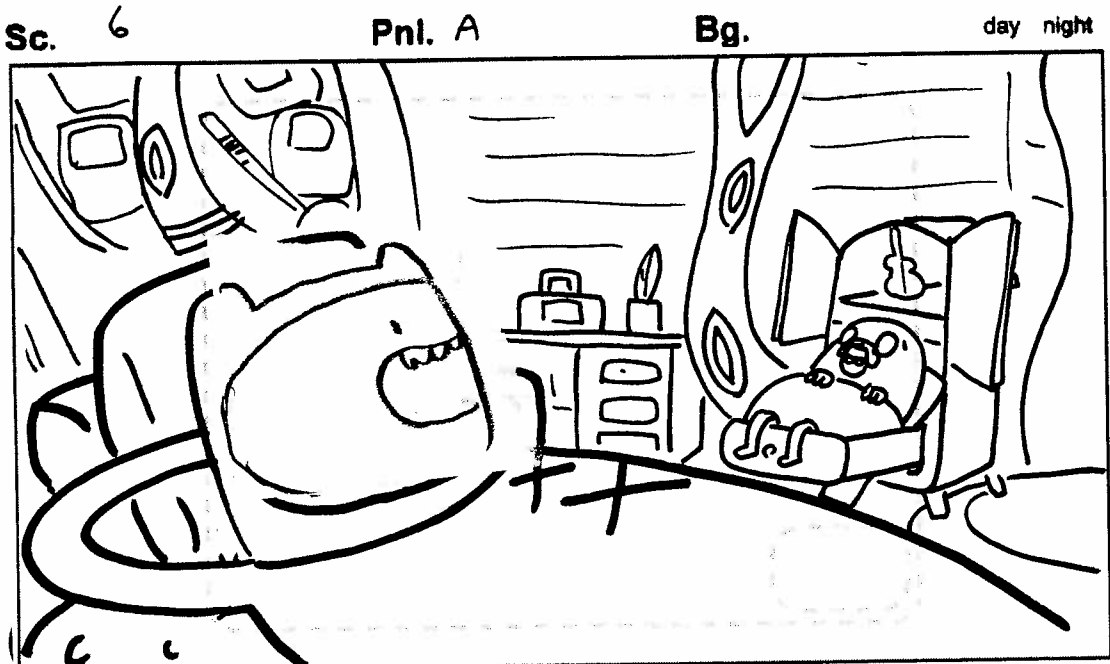
Action:

Timing:

EPISODE # 100860

Production :

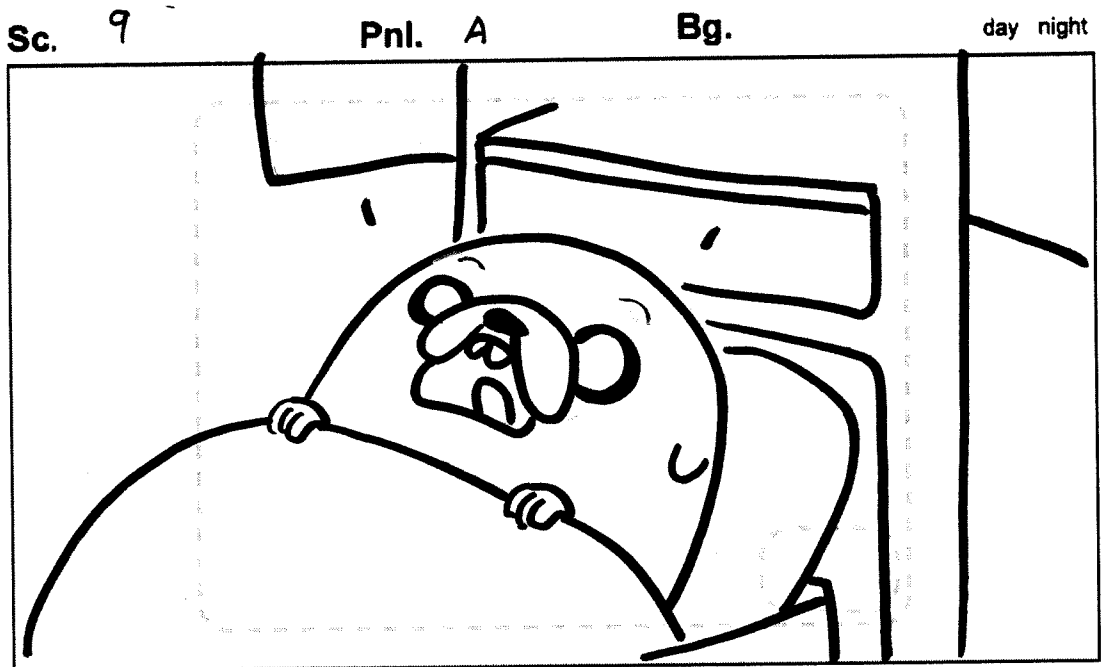
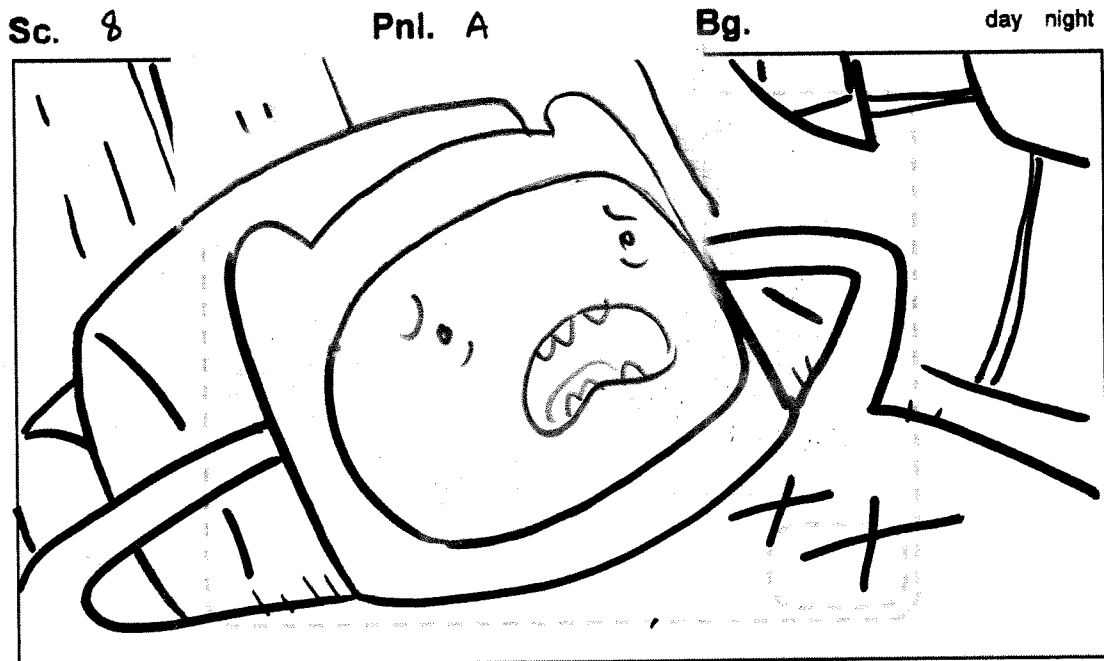
ADVENTURE TIME



Dialog:	F + J/ (laughing)	J/ NO, REALLY, I CAN'T MOVE
Action:		
Timing:		

EPISODE # 100860
Production :

ADVENTURE TIME



Dialog:

F / I CAN'T MOVE EITHER!

J / WHAT'S HAPPENING ?!

Action:

Timing:

100860

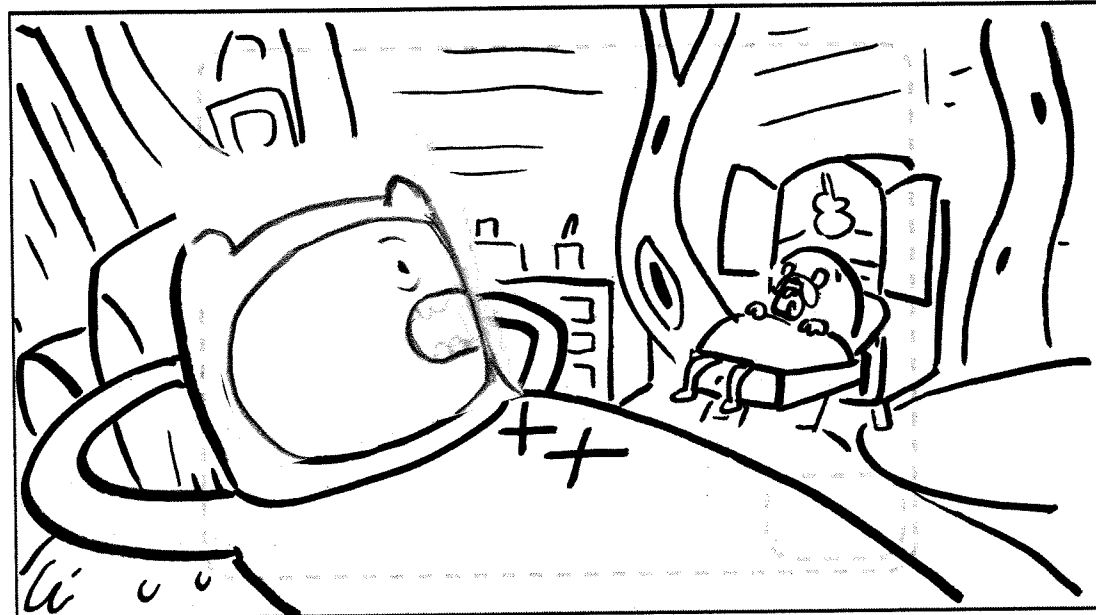
EPISODE #

Production :

ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: F+J / (WALLA) (OVERLAPPING)
AMHH! WHAT'S HAPPENING?!
WHO DID THIS TO US?! WHAT'S GOING ON?!

Action:

Timing:

IK / (OS) (slow, evil laughter)

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ADVENTURE TIME



Page 10

Sc. 10

Pnl. C

Bg.

day night



Sc. 10

Pnl. D

Bg.

day night



Dialog:

F+J/ WHA? WHO'S THERE?
WHO IS THAT?

F/ hunnhh!

Action:

(struggling to look
to his right)

Timing:

EPISODE # 100860

Production :

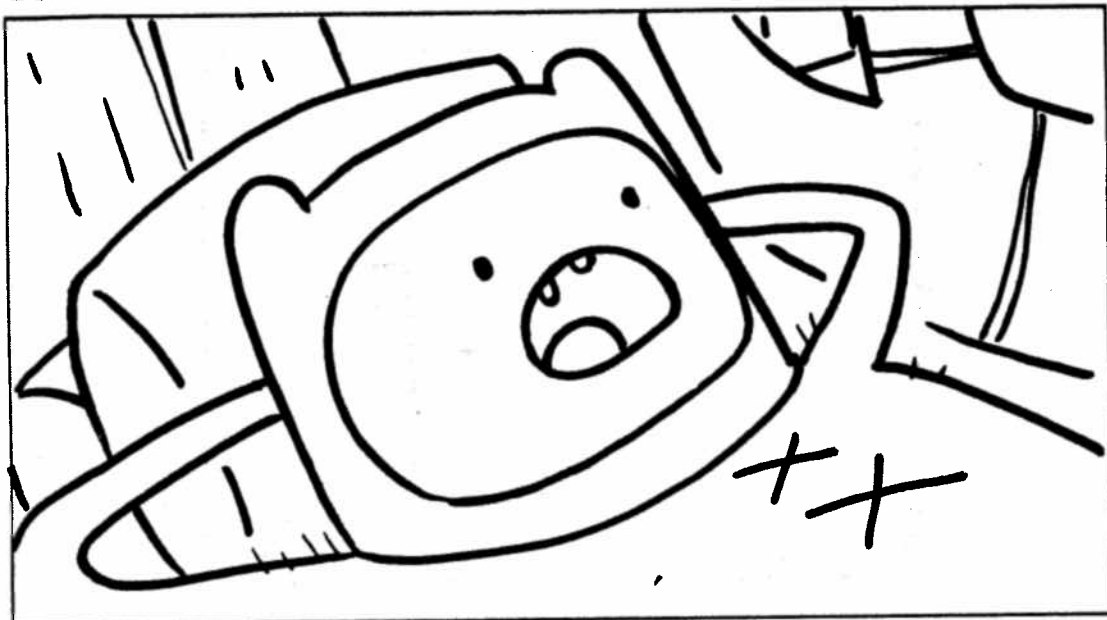
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ADVENTURE TIME

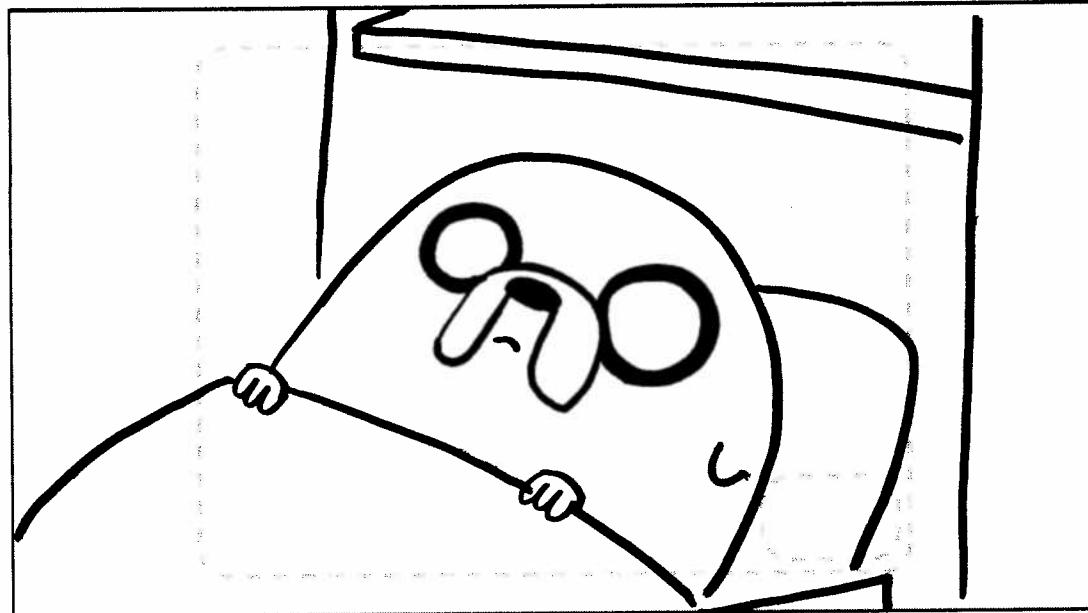


Page 11

Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

F / JAKE! USE YOUR
PERIPHIAL VISION!

Action:

Timing:

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ADVENTURE TIME



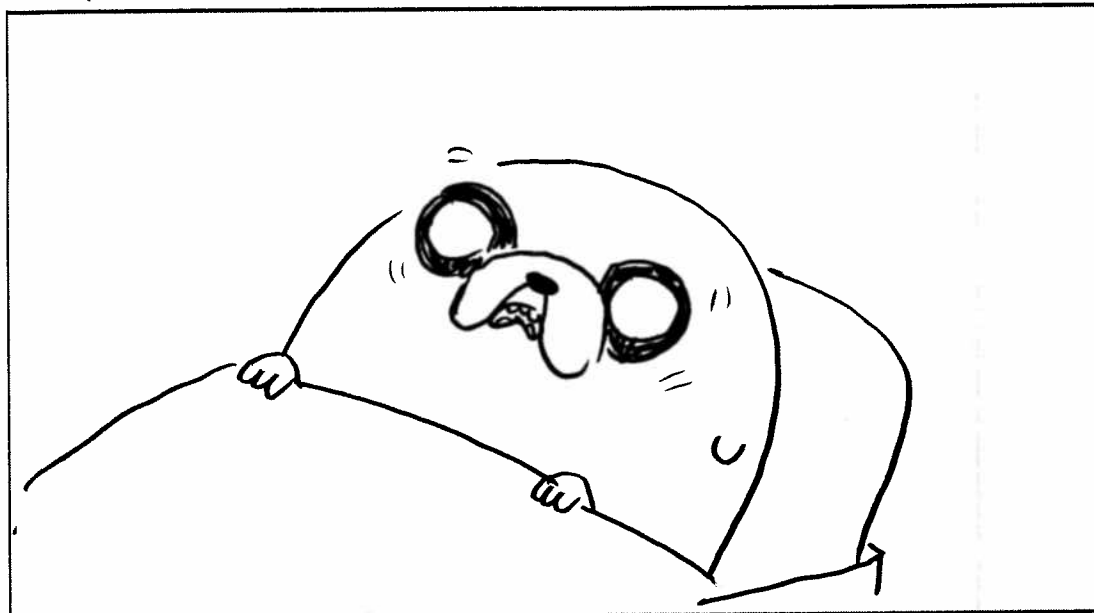
Page 12

Sc. 12

Pnl. B

Bg.

day night

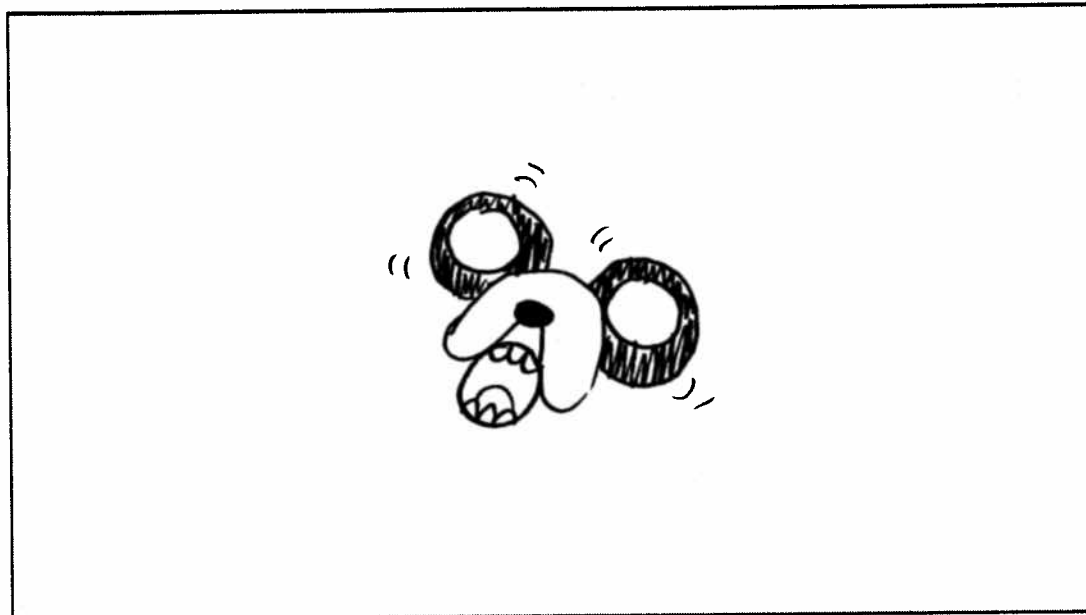


Sc.

Pnl. c

Bg.

day night



Dialog:

(J:) *straiiin*

(J:) Hoooo!!!

Action:

sh sh

Timing:

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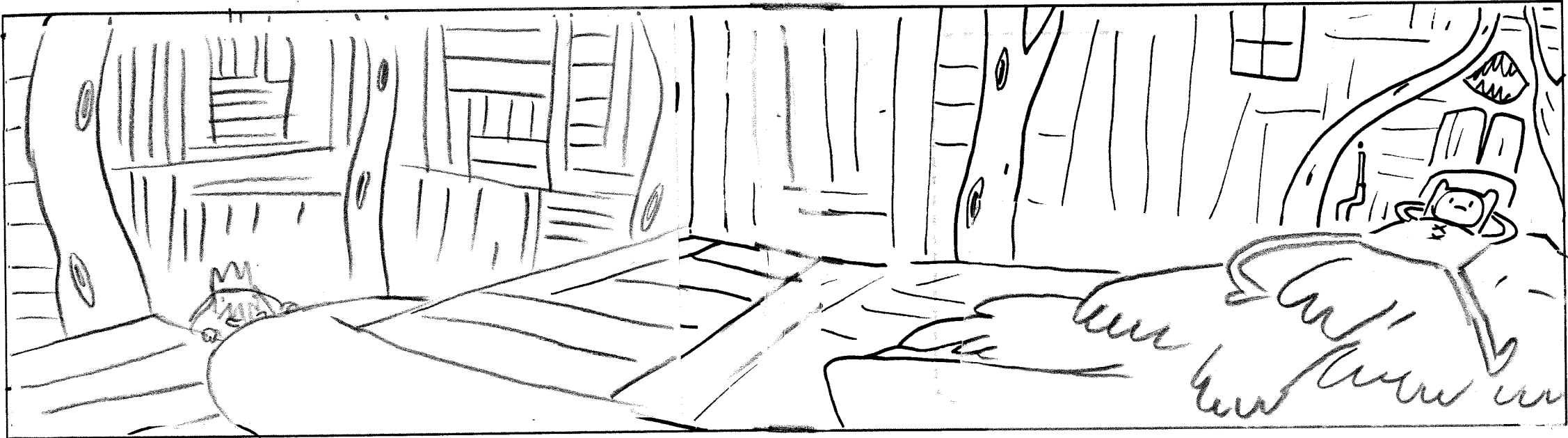
Page 13

Sc. 13

Pnl. A

Bg.

day night



Dialog:

Action: (Jake's POV)

End pan ← start pan

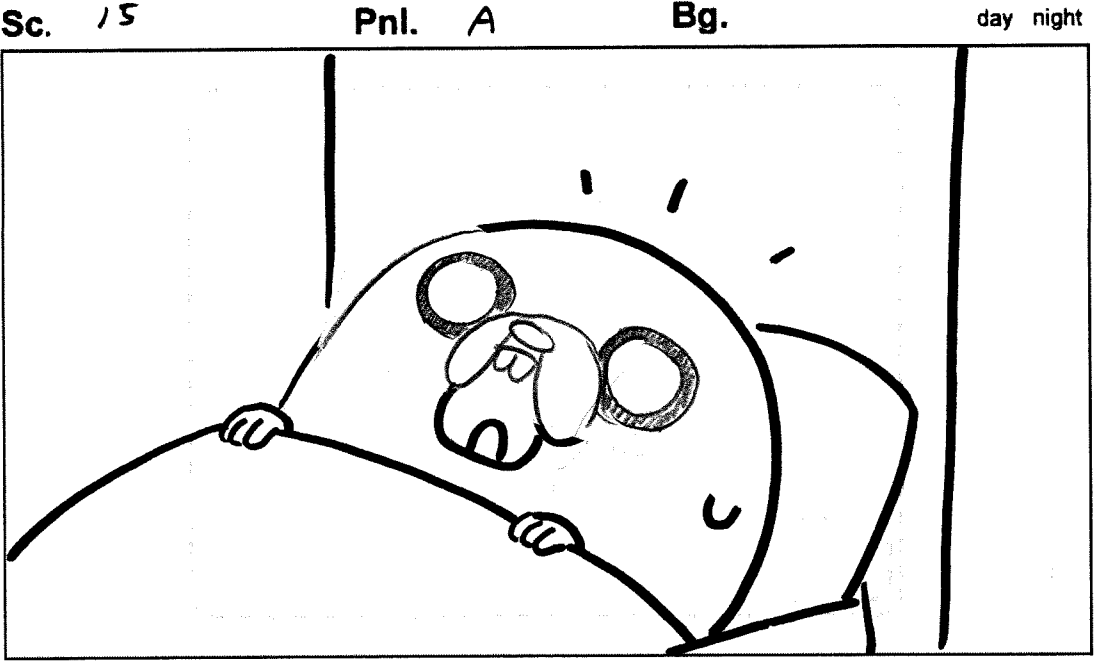
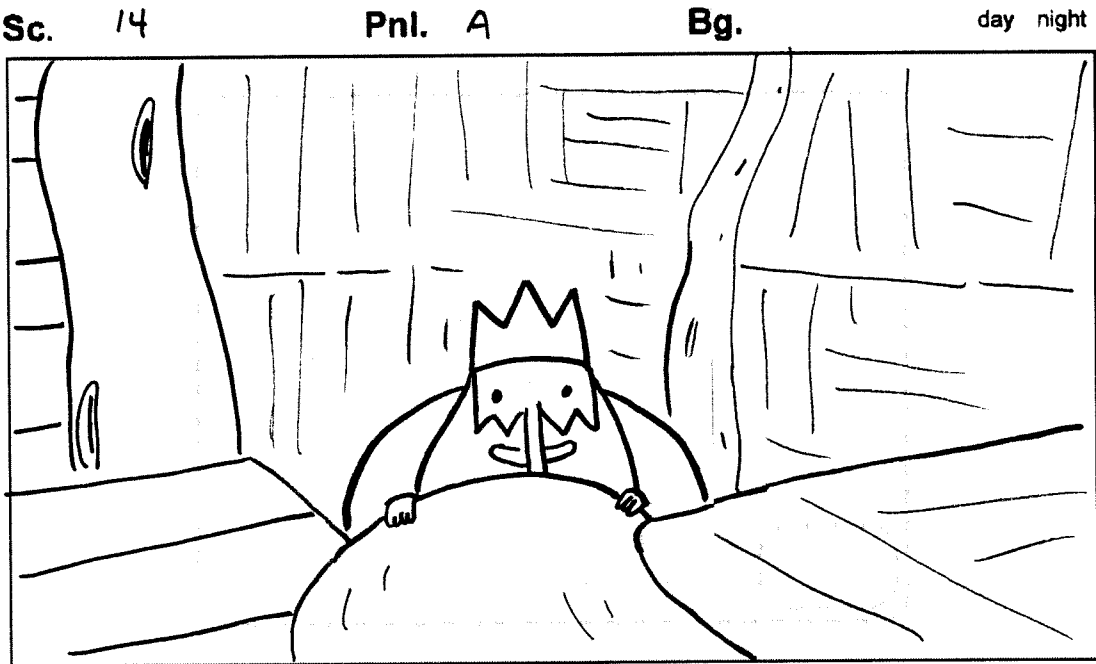
Timing:

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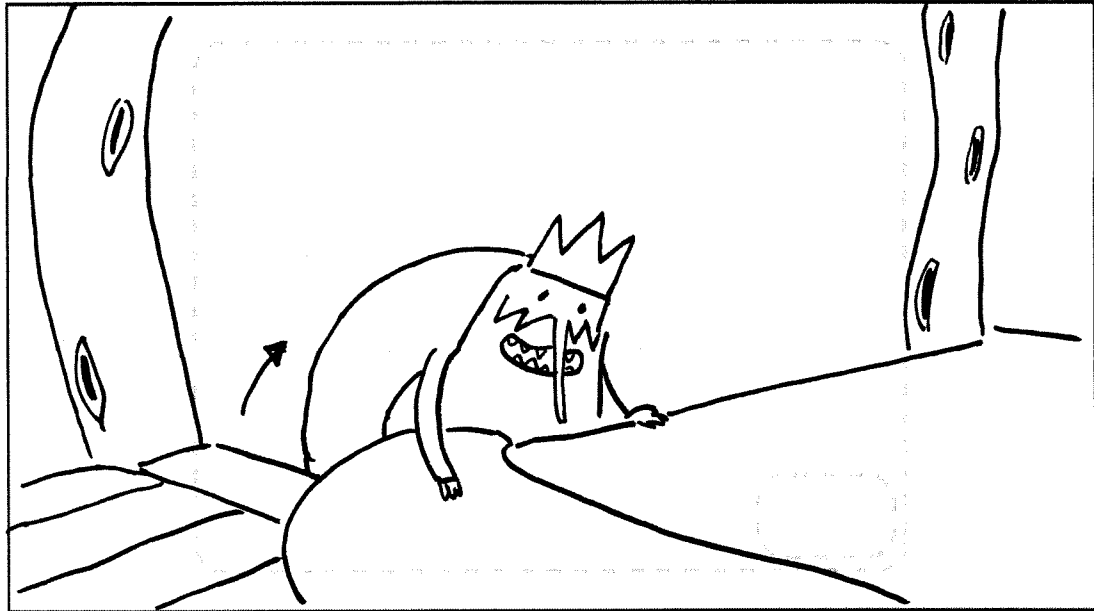
Dialog:	IK / hee hee hee...	J / ICE KING!!
Action:		
Timing:		

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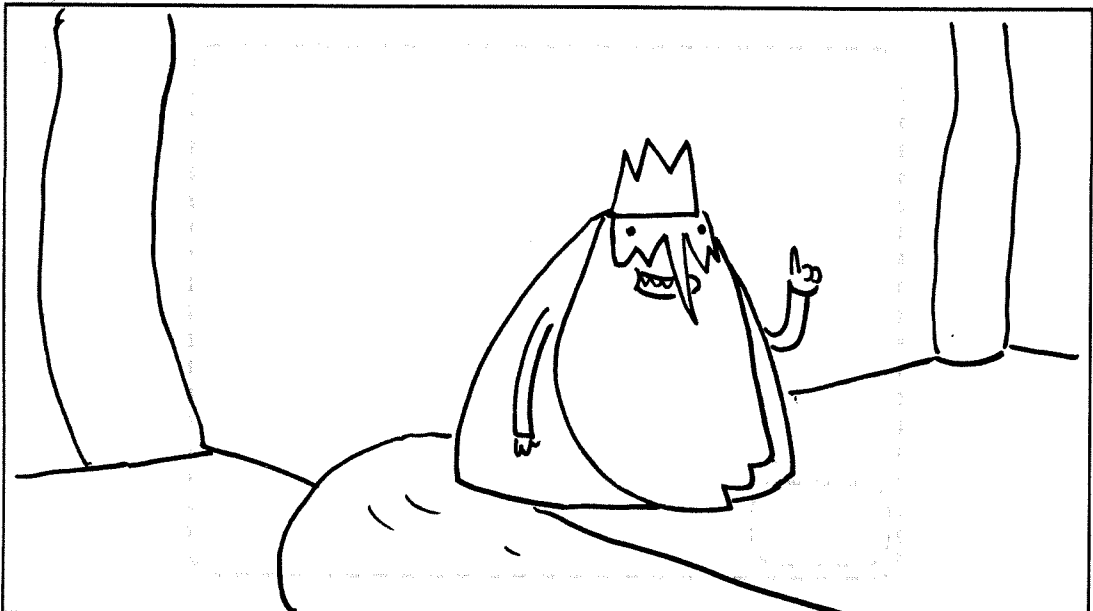
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	IK / I SHOULDN'T BE LAUGHING , I'M SORRY...	I KNOW! IK/ I'LL DO THE OPPOSITE !
Action:		
Timing:		

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Production :

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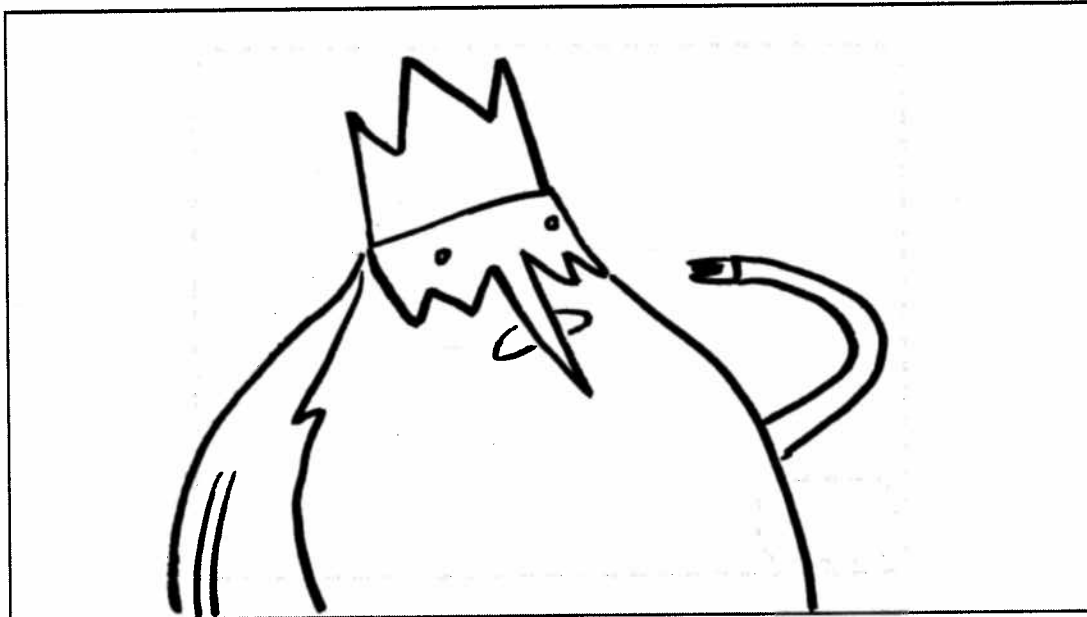
Page 16

Sc. 17

Pnl. A

Bg.

day night

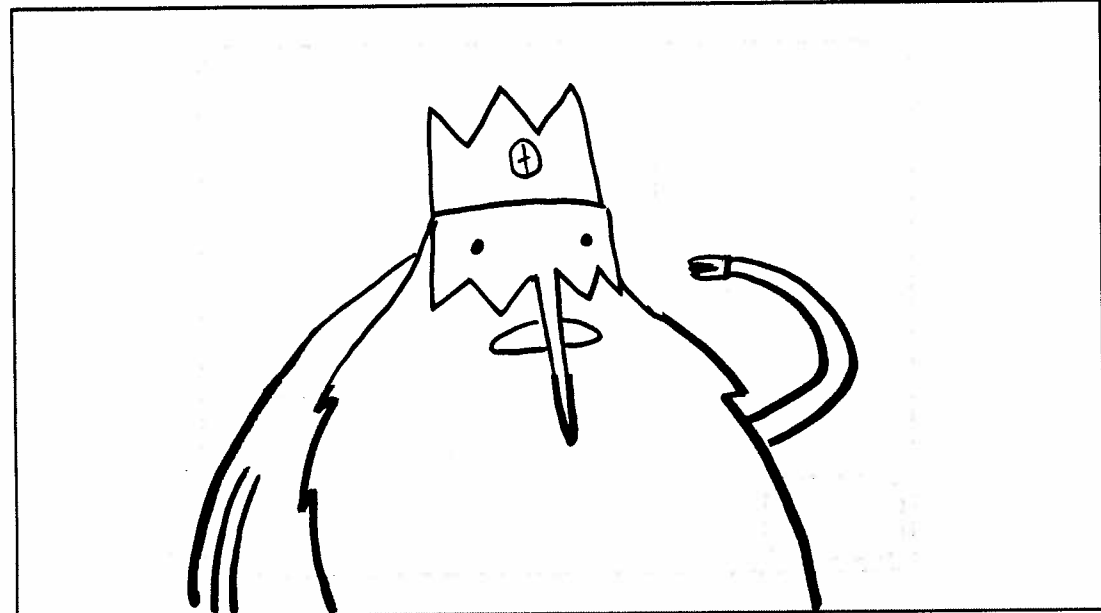


Sc.

Pnl. B

Bg.

day night



Dialog:

IK/ WHAT'S THE OPPOSITE ?

IK/ CRYING ?

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



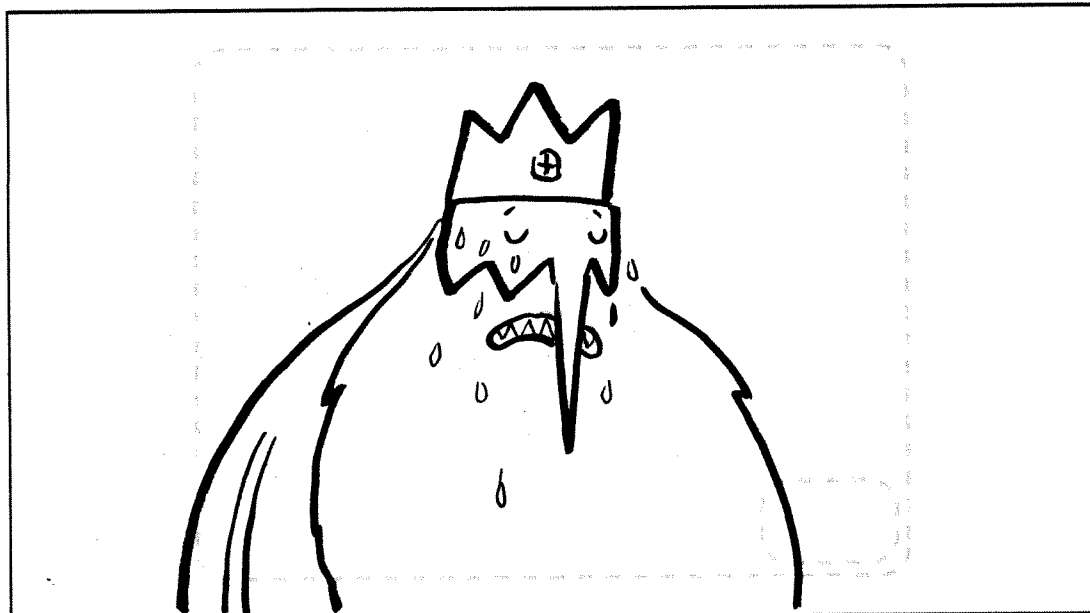
Page 17

Sc. 17

Pnl. C

Bg.

day night

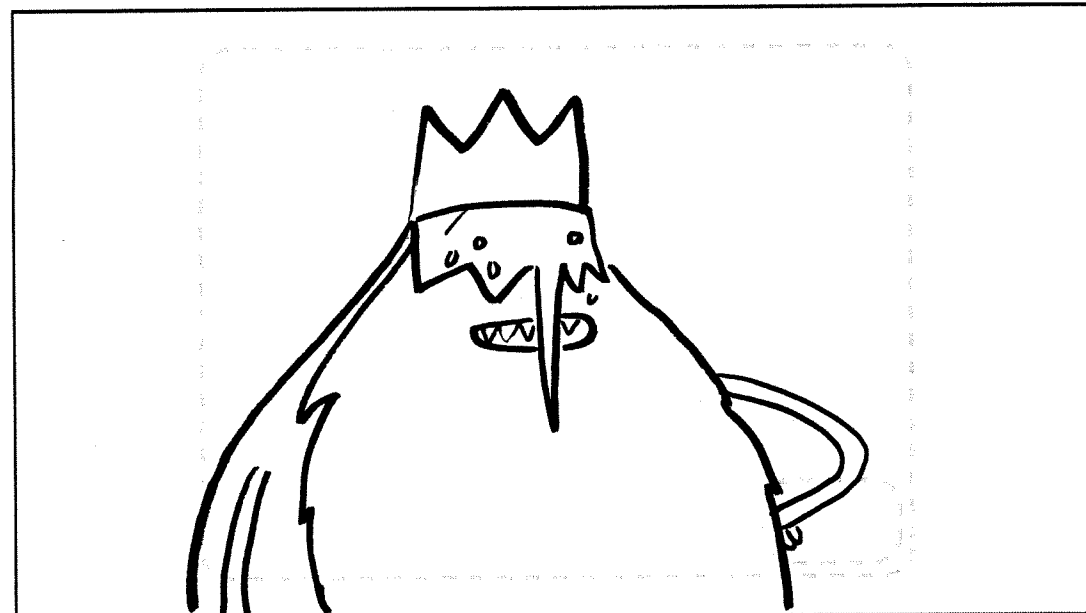


Sc. 17

Pnl. D

Bg.

day night



Dialog:

IK / UHHH...HU HUH ...

Action:

Timing:

sniff
IK / HUH ..HEE HEE,
THIS IS WEIRD !

100860

EPISODE #

Production :

ADVENTURE TIME



Page 18

Sc. 18

Pnl. A

Bg.

day night

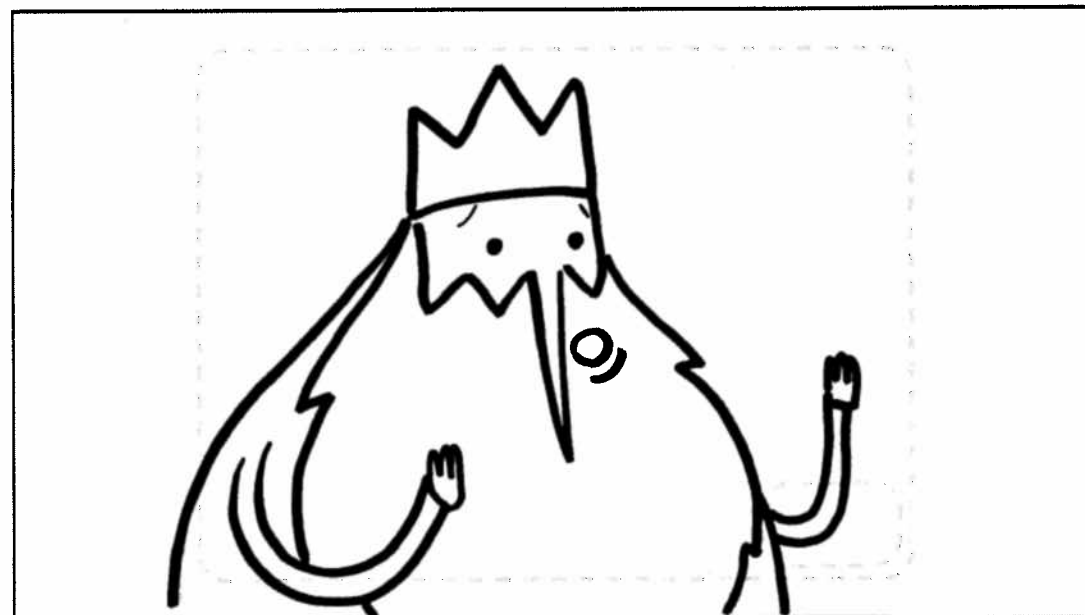


Sc. 19

Pnl. A

Bg.

day night



Dialog:

F/ WHAT DID YOU DO TO
US, ICE KING?!

IK/ WHOA, WHOA

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



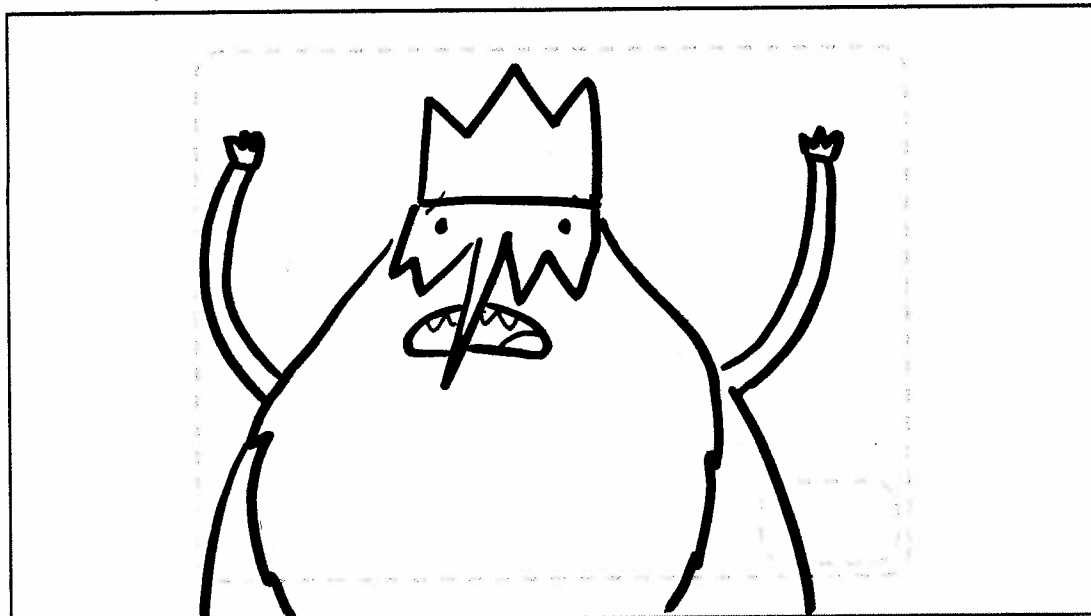
Page 19

Sc. 19

Pnl. B

Bg.

day night

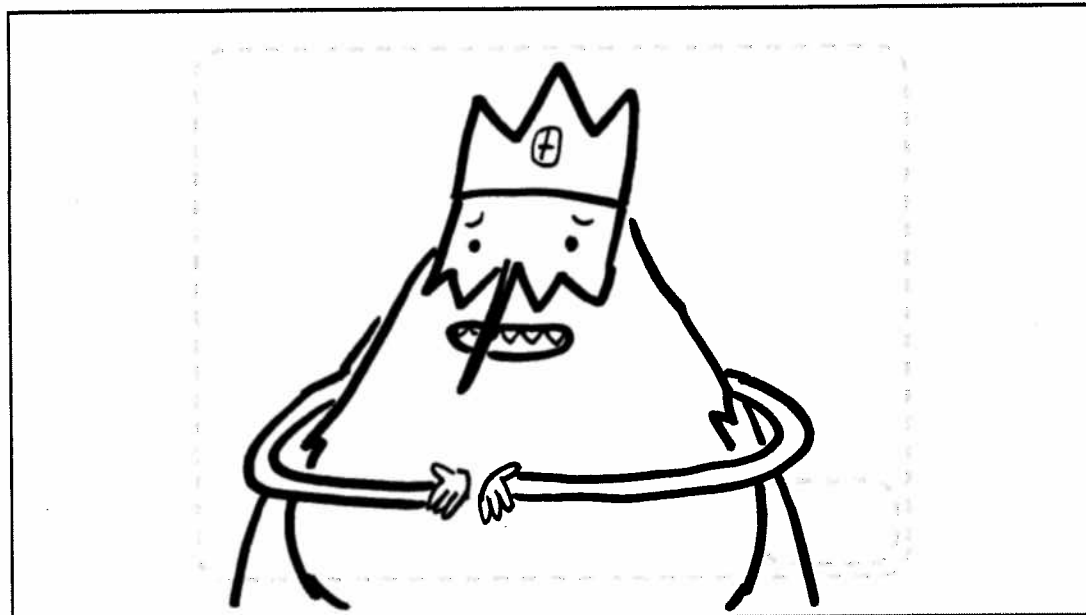


Sc.

Pnl. C

Bg.

day night



Dialog:

IK/ I DIDN'T DO ANYTHING
TO YOU.

IK/ GUYS, I'M YOUR FRIEND.

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night

Sc. 21 Pnl. A Bg. day night

Dialog:	J / SO WHY CAN'T WE MOVE ?!	IK / BECAUSE I FROZE YOU !
Action:		
Timing:		

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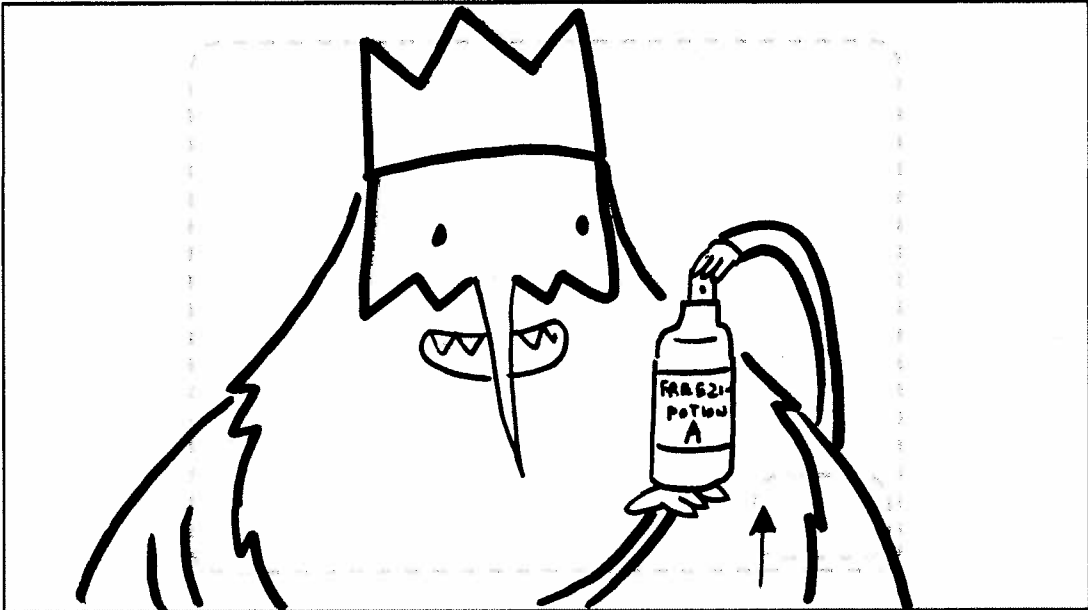


Sc. 21

Pnl. B

Bg.

day night

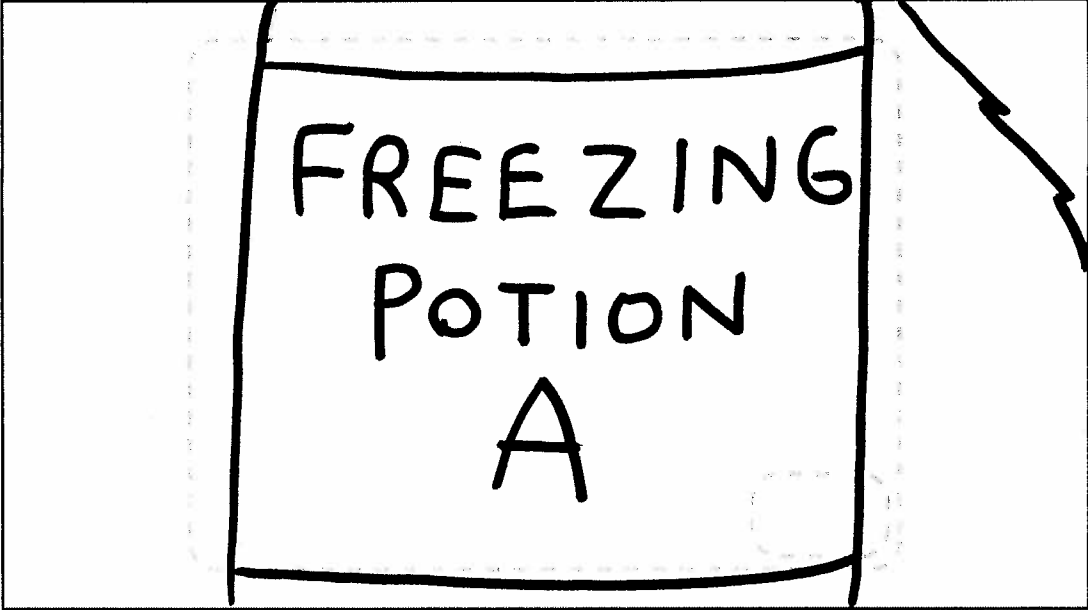


Sc. 22

Pnl. A

Bg.

day night



Dialog:

IK / WITH THIS !

F / (OS) "FREEZING POTION A" ?

Action:

Timing:

EPISODE #

100860

Production :

ADVENTURE TIME



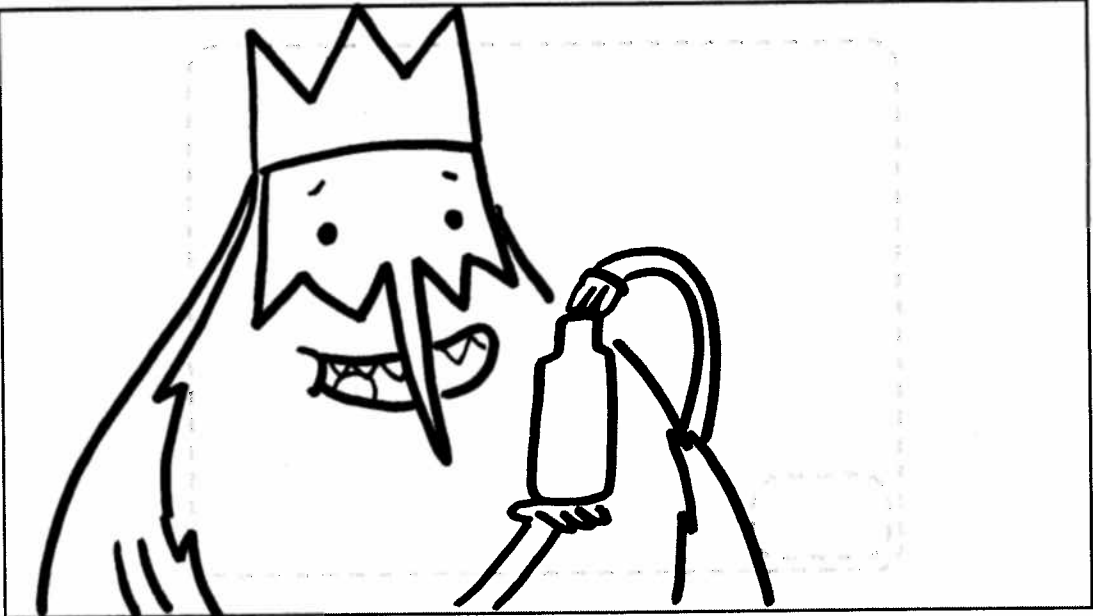
Page 22

Sc. 23

Pnl. A

Bg.

day night

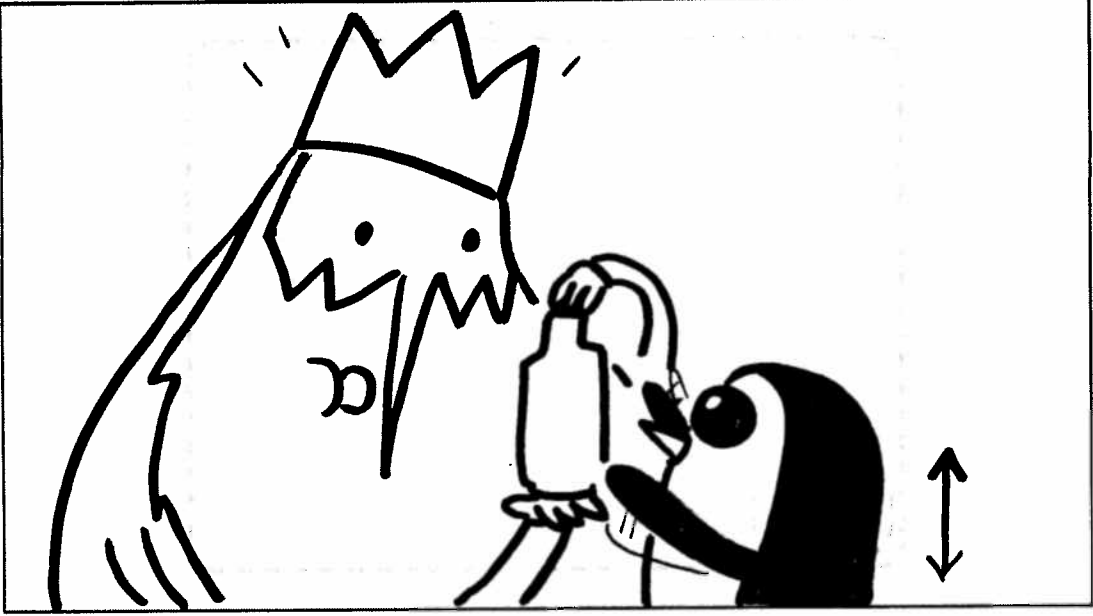


Sc.

Pnl. B

Bg.

day night



Dialog:

IK / I SPRAYED IT ON YOU
WHILE YOU SLEPT !

G / WENK !

Action:

(Gunther jumps into frame
and swats at the bottle)

Timing:

100860

EPISODE #

Production :

ADVENTURE TIME

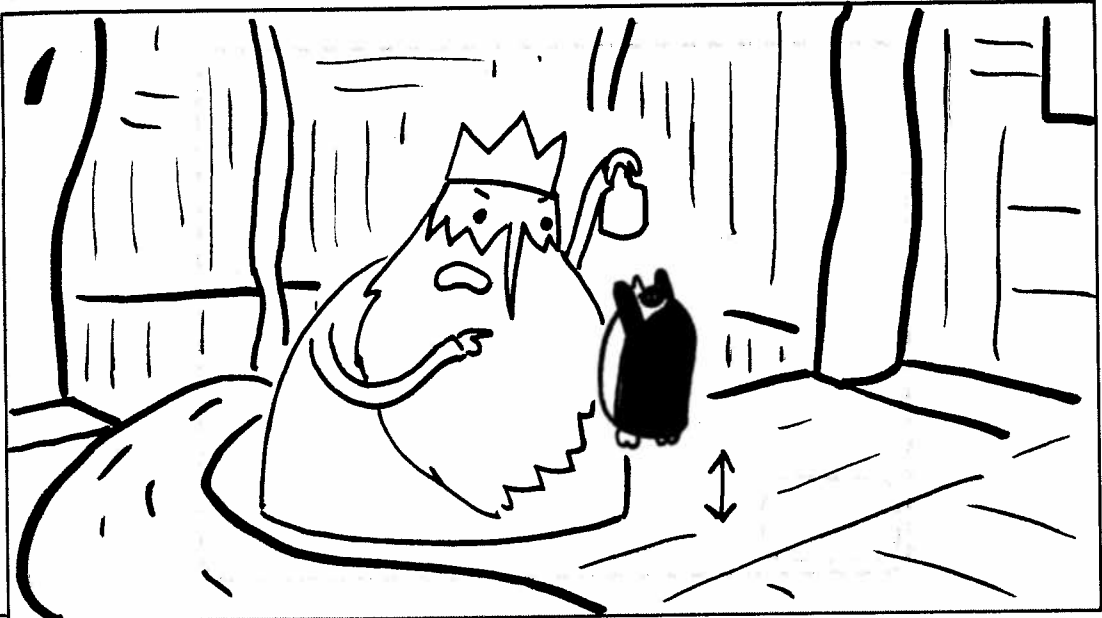


Sc. 24

Pnl. A

Bg.

day night

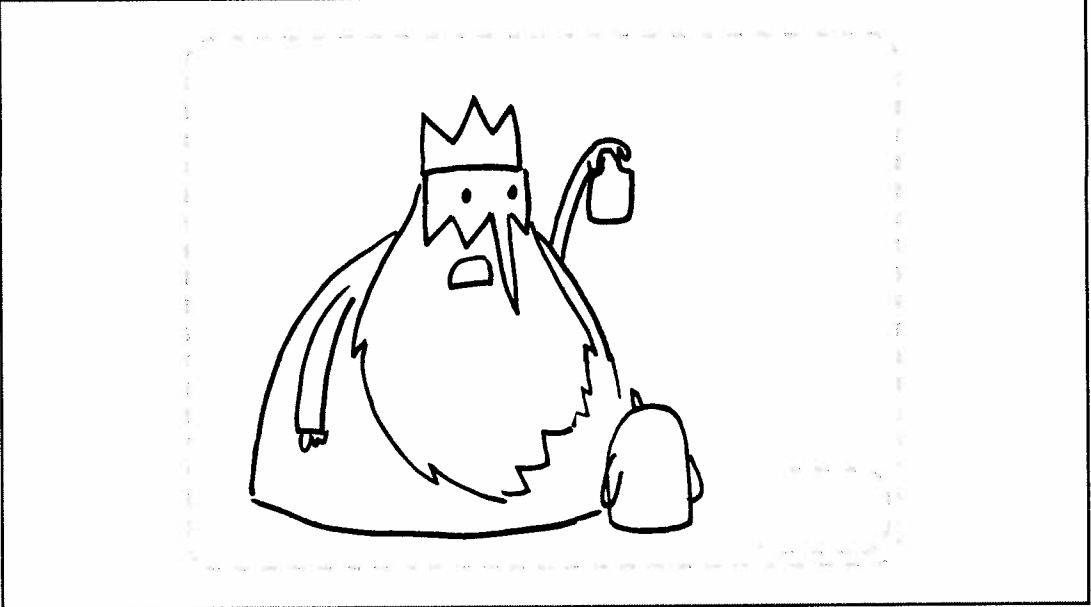


Sc.

Pnl. B

Bg.

day night



Dialog:

IK / NO GUNTHER! NO!

IK / GUNTHER LIKES TO
BREAK BOTTLES.

Action:

Timing:

EPISODE #

100860

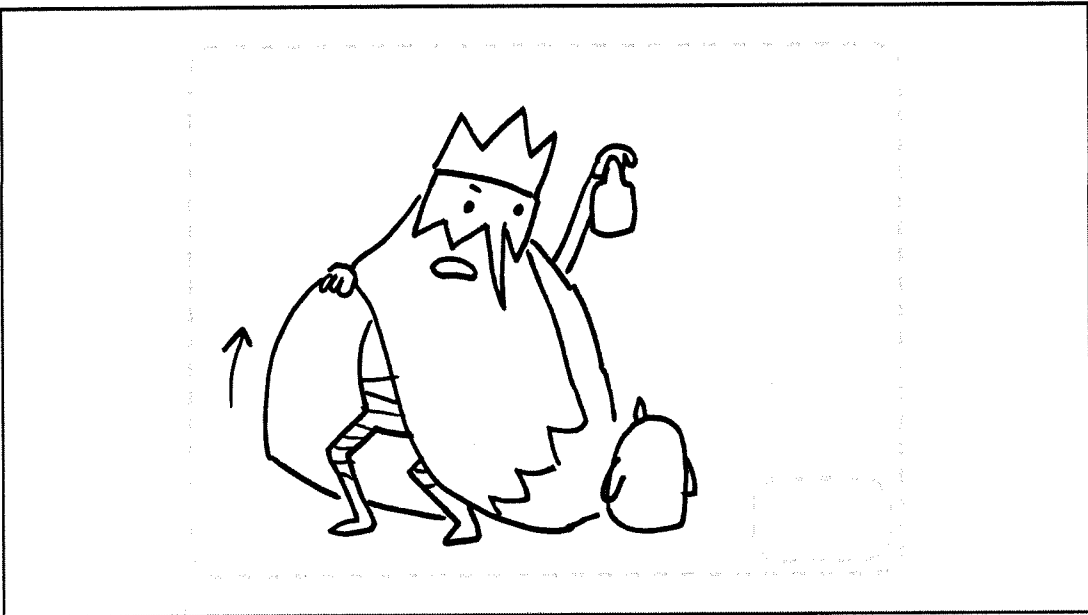
Production :

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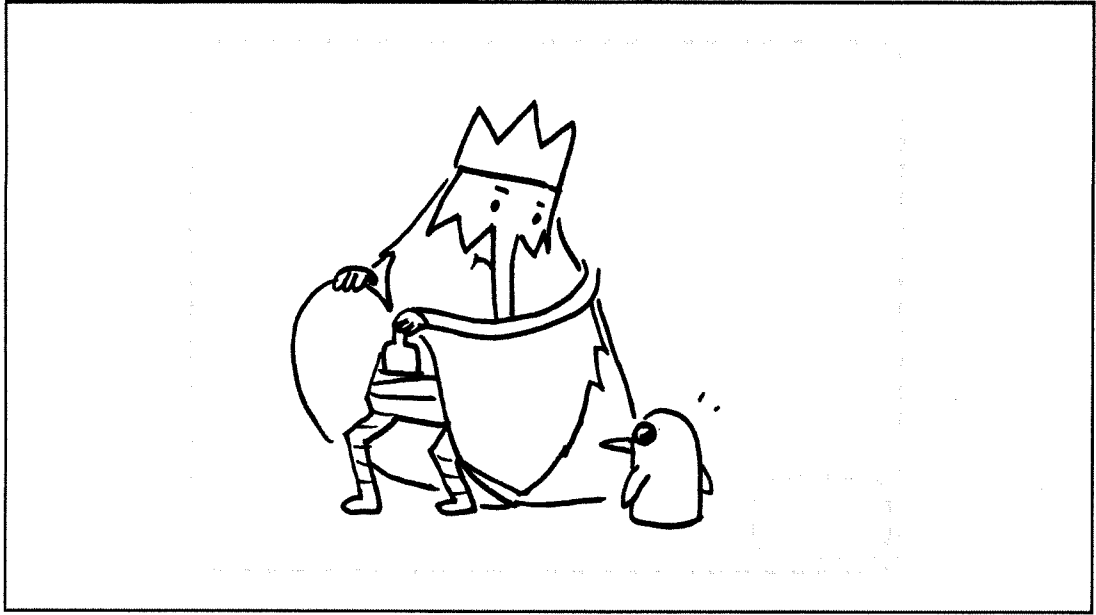
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	IK / Don't You.	
Action:	(lifts robe)	(tucks bottle in under garment)
Timing:		

100860
EPISODE #
Production :

ADVENTURE TIME



Page 25

Sc. 25

Pnl. A

Bg.

day night

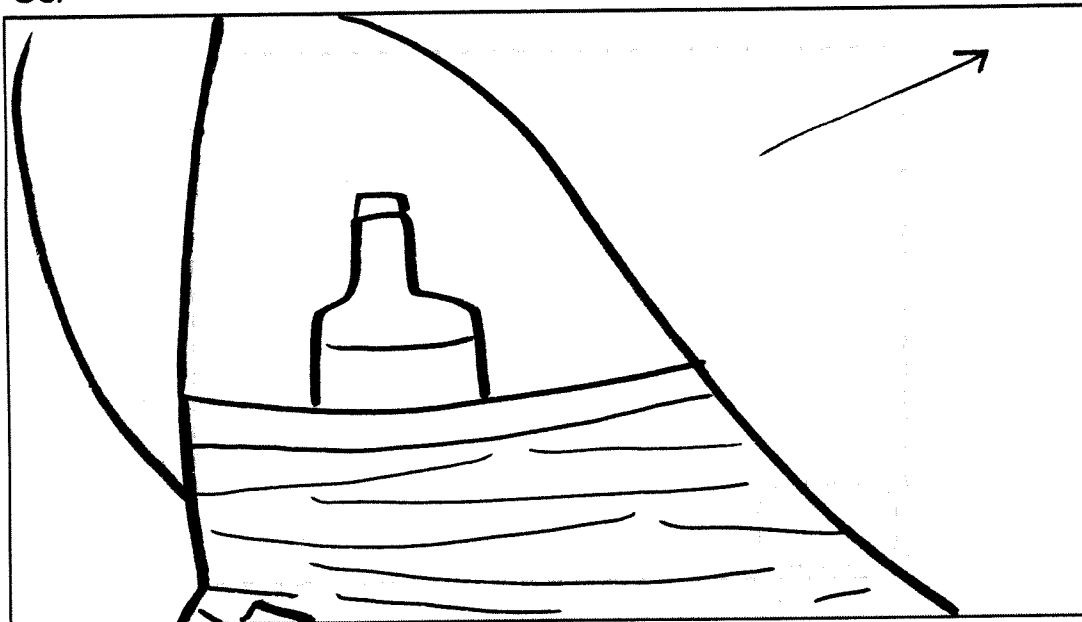


Sc.

Pnl. B

Bg.

day night



Dialog:

IK: Tuck tuck.

Action:

(tuck , tuck)

Timing:

EPISODE #

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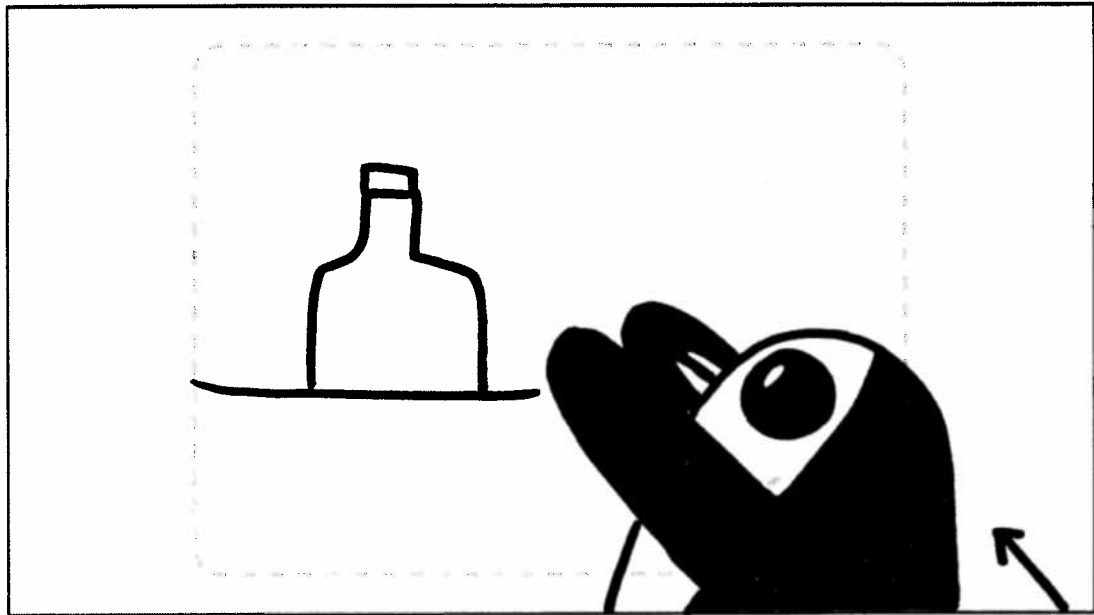


Sc. 25

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

day night



* SMACK! *

Dialog:

Action:

Timing:

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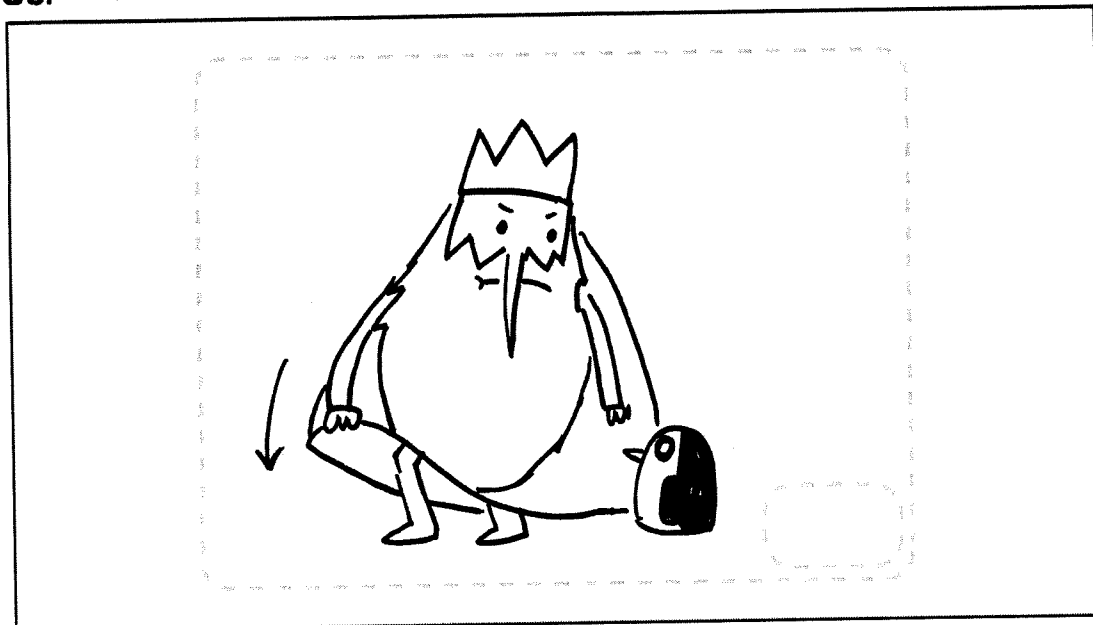
Page 27

Sc. 26

Pnl. A

Bg.

day night

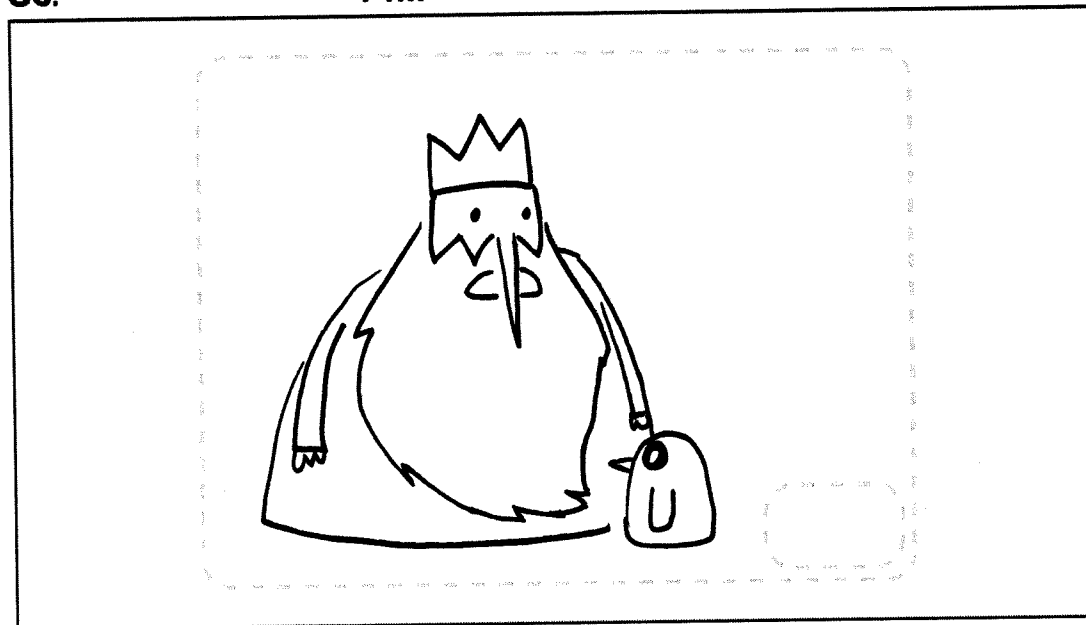


Sc.

Pnl. B

Bg.

day night



Dialog:

IK / LET'S MOVE TO
THE LIVING ROOM.

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME

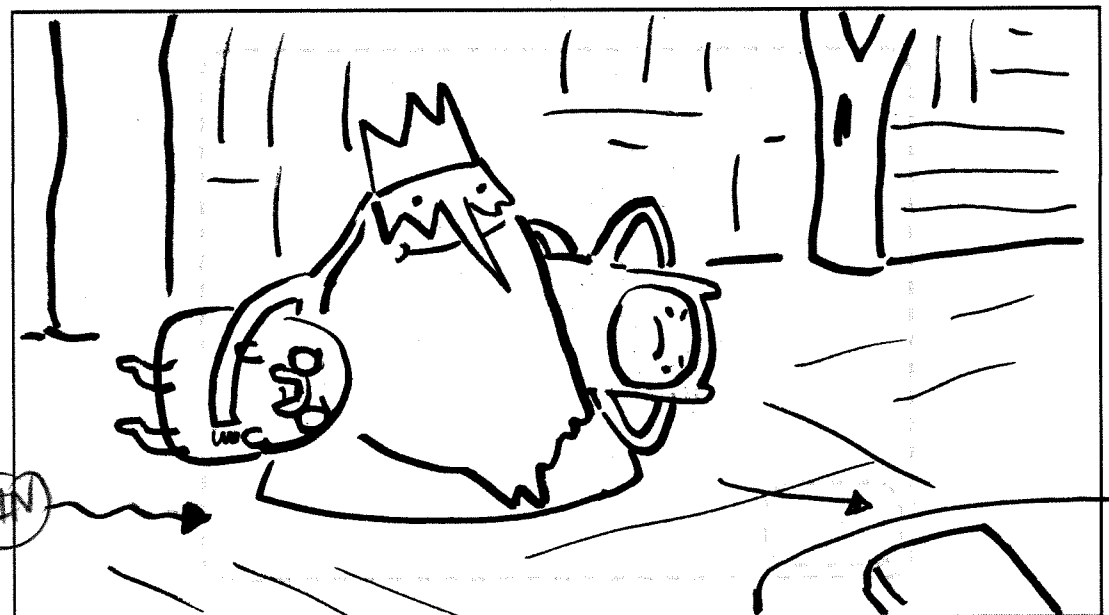


Sc. 27

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:	
lk / (humming)	
Action:	<div>start pan → End pan</div>
Timing:	

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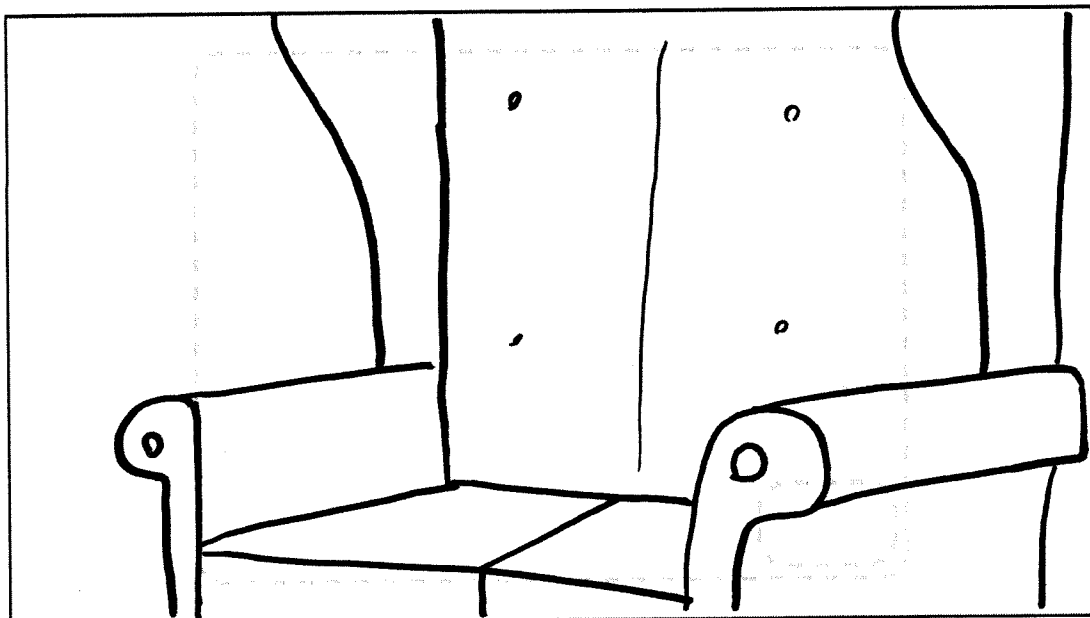
Page 29

Sc. 28

Pnl. A

Bg.

day night

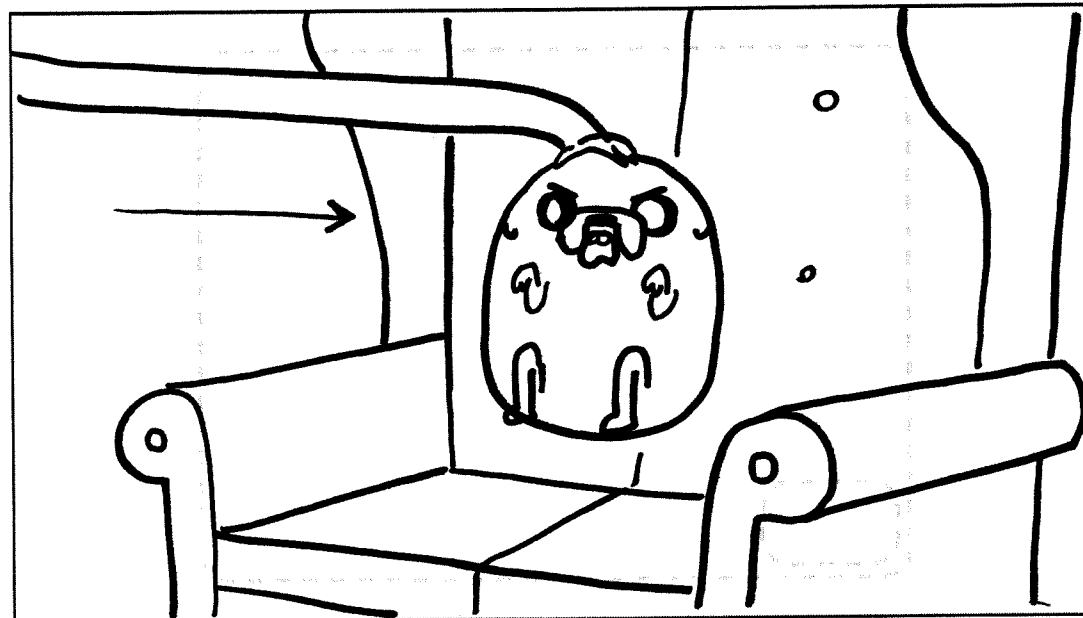


Sc.

Pnl. B

Bg.

day night



Dialog:

J/ WHY ARE YOU DOING
THIS, ICE KING?

Action:

Timing:

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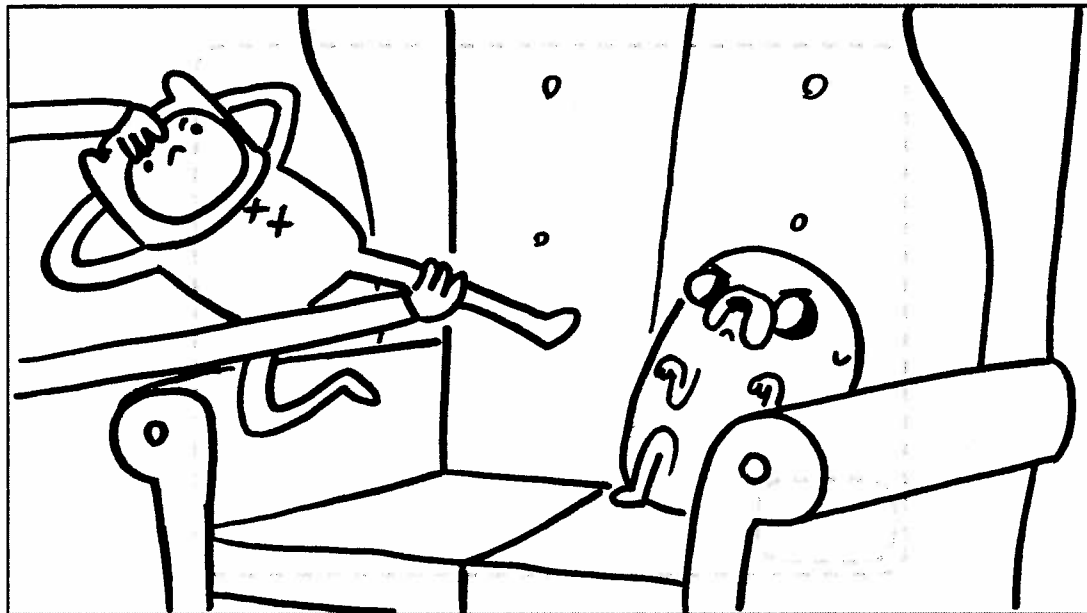
Page 30

Sc. 28

Pnl. c

Bg.

day night

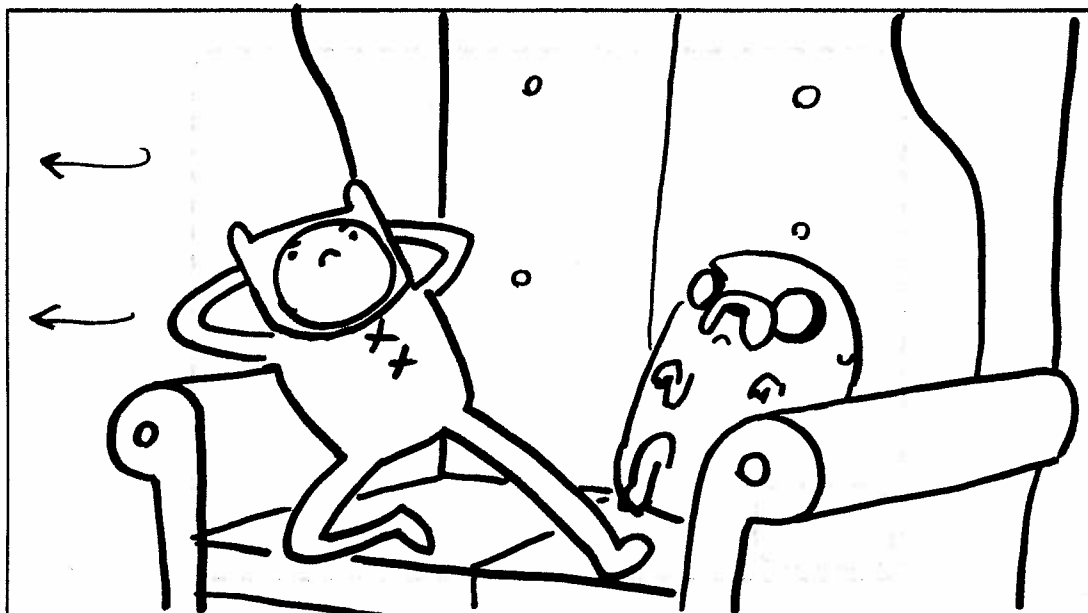


Sc.

Pnl. d

Bg.

day night



Dialog:

IK / (OS) 'WHY ?'

Action:

Timing:

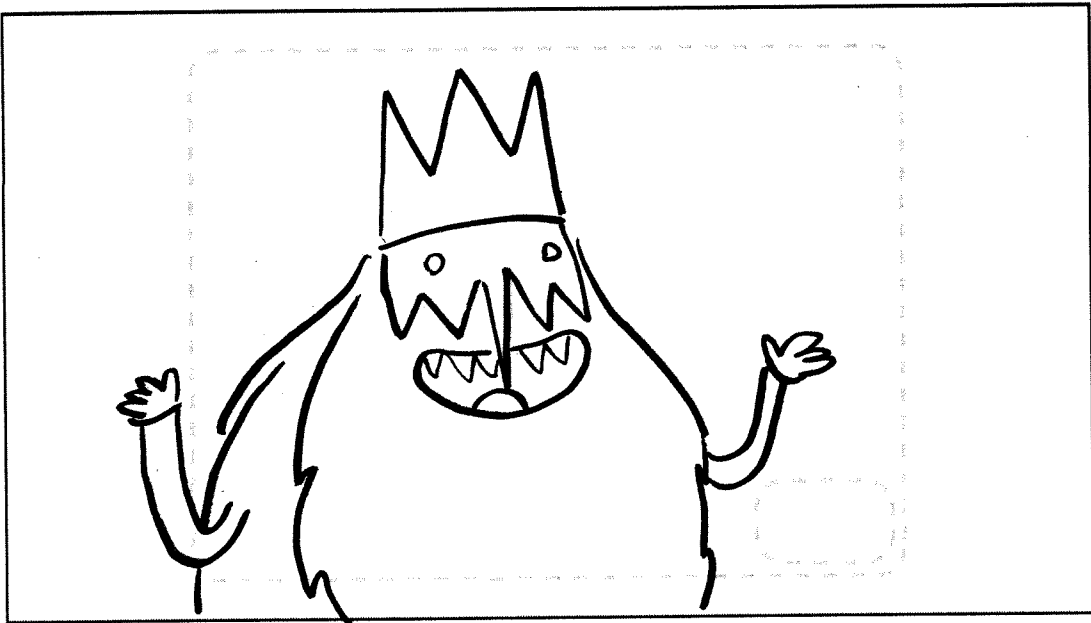
EPISODE # 100860

Production :

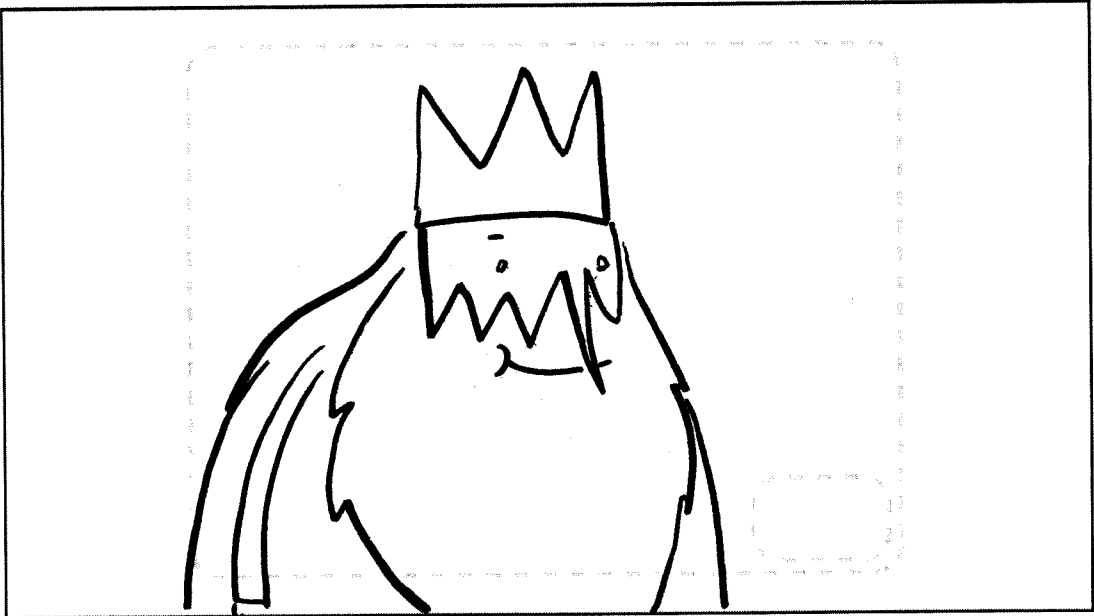
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK/ BECAUSE I LOVE
YOU GUYS!

Action:

Timing:

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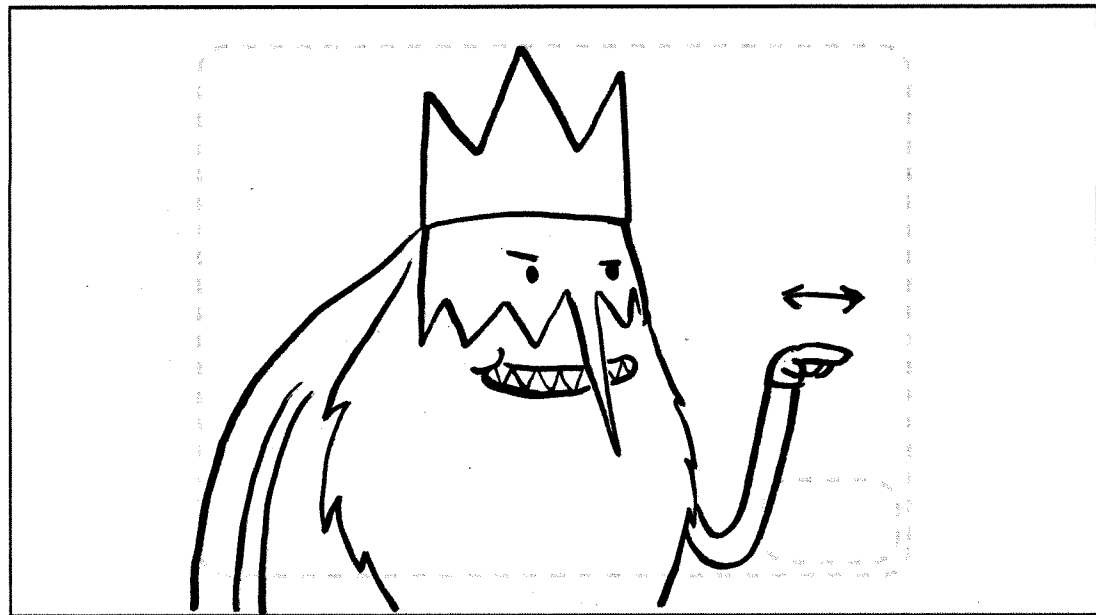


Sc. 31

Pnl. A

Bg.

day night

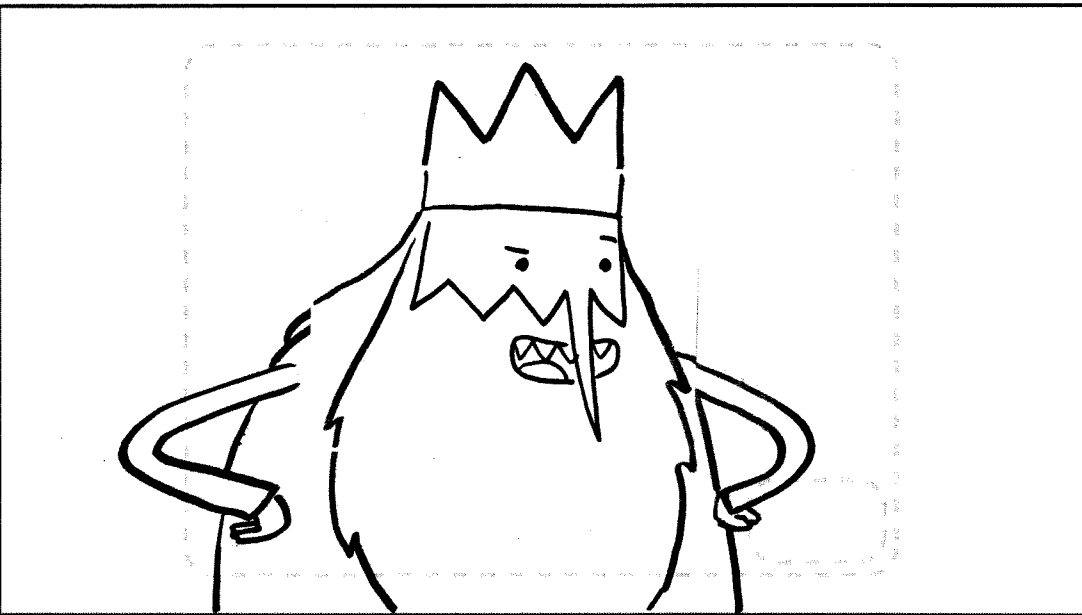


Sc.

Pnl. B

Bg.

day night



Dialog:	
IK / BUT YOOU DON'T LOVE <u>ME</u> .	IK / DO YA ?
Action:	
Timing:	

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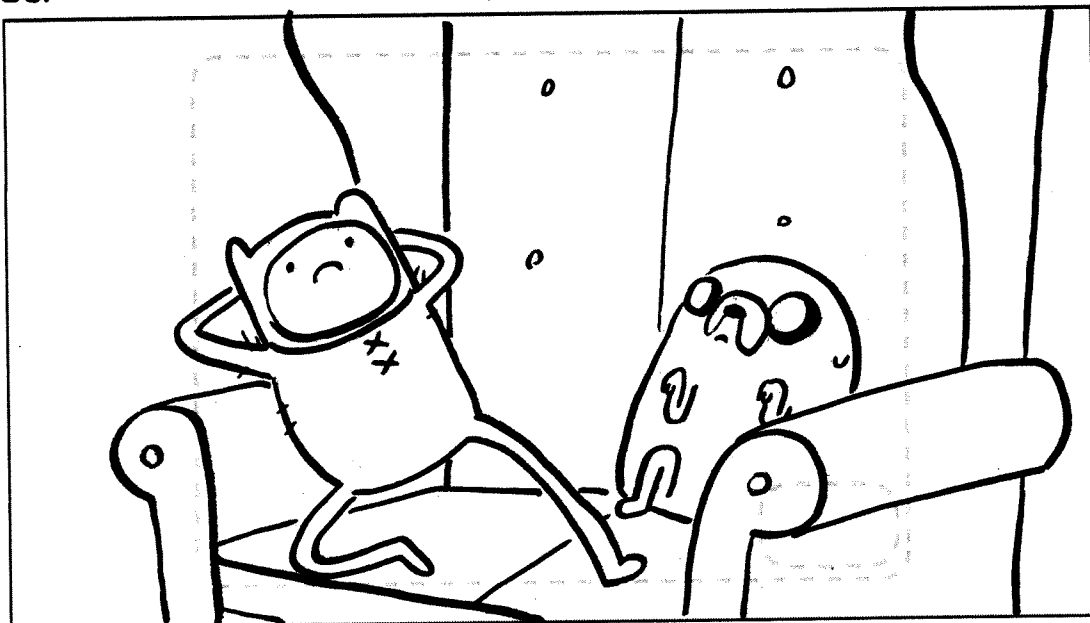
Page **1233**

Sc. 30

Pnl. A

Bg.

day night

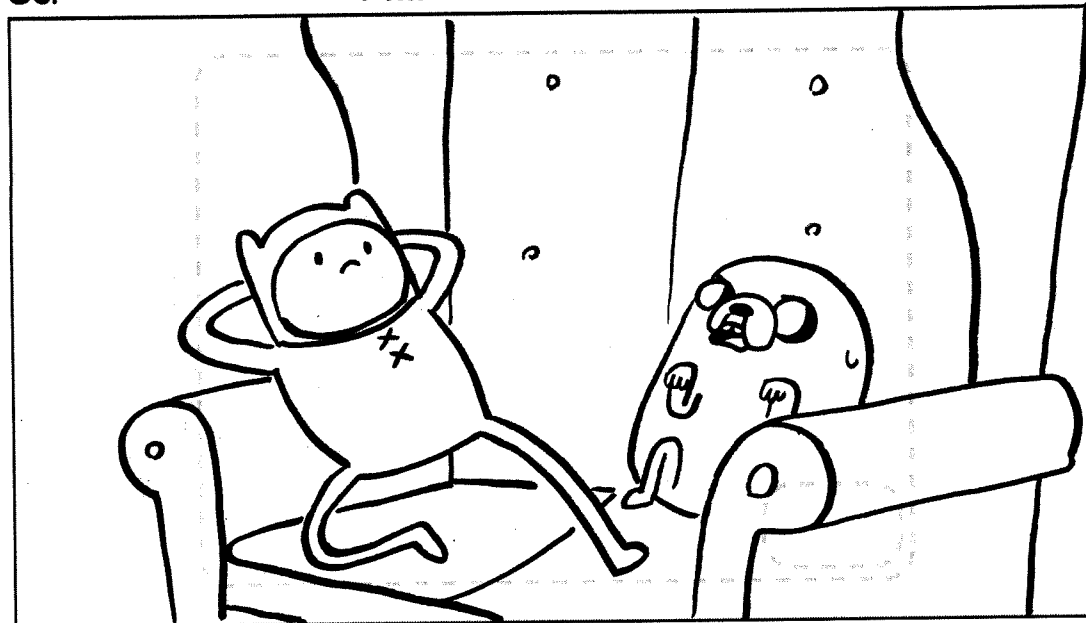


Sc.

Pnl. B

Bg.

day night



Dialog:

J / YOU'VE TRIED TO KILL
US LIKE, FOUR TIMES

Action:

Timing:

EPISODE #

100860

Production :

ADVENTURE TIME

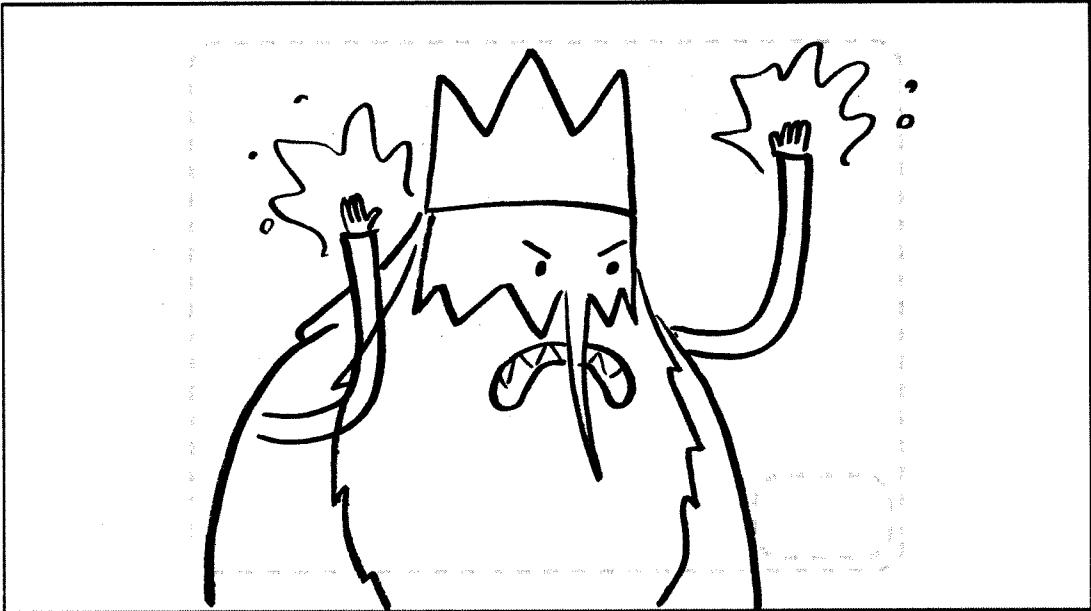


Sc. 31

Pnl. C

Bg.

day night

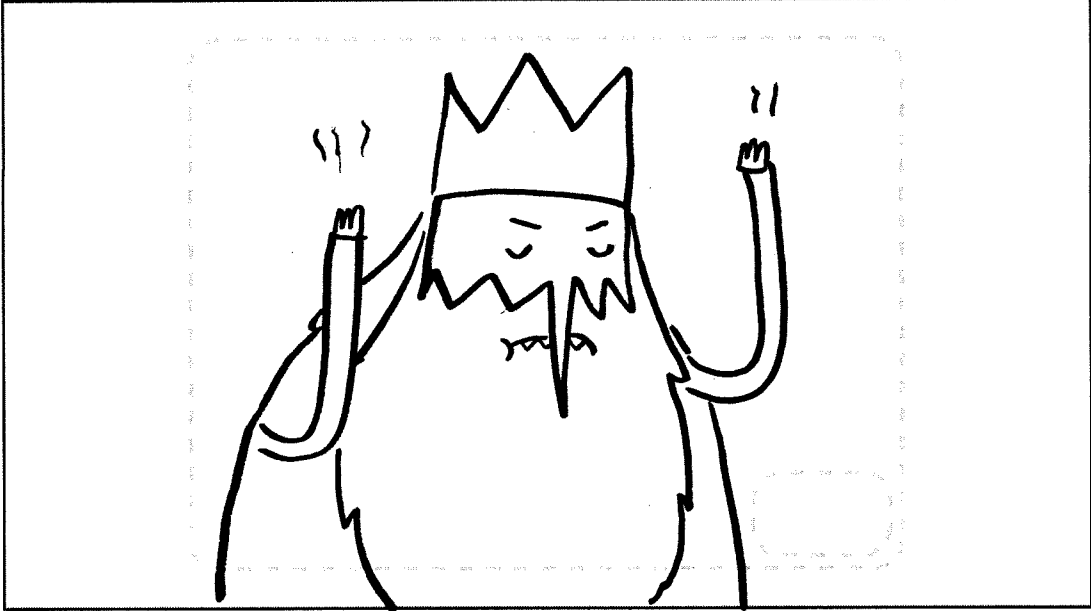


Sc.

Pnl. D

Bg.

day night



Dialog:

IK / I ONLY TRY TO KILL YOU
'CAUSE YOU'RE PRINCESS-BLOCKIN
ME ALL THE TIME.

IK / (closed mouth)
Sigh

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



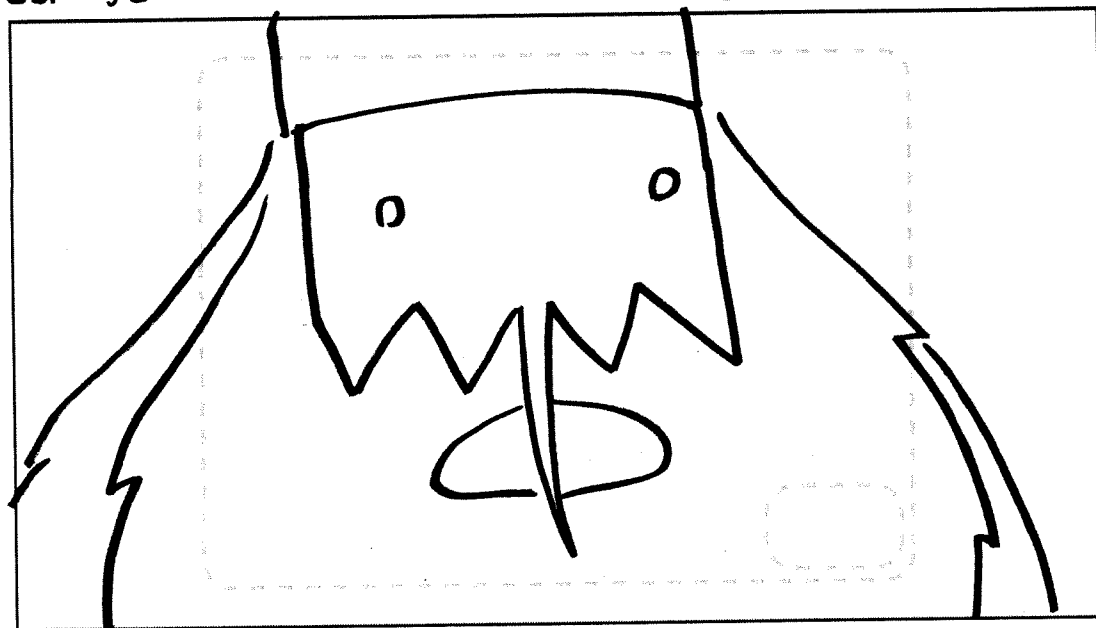
Page 35

Sc. 32

Pnl. A

Bg.

day night

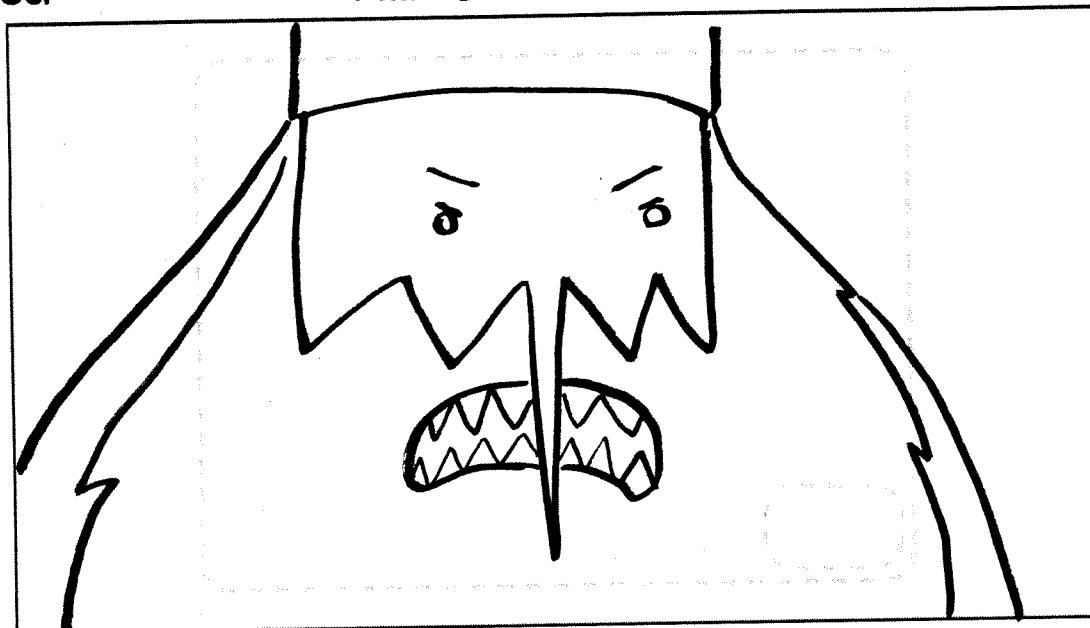


Sc.

Pnl. B

Bg.

day night



Dialog:

IK / I'M LIKE A MAMA BEAR ...
AND A PRINCESS IS LIKE
MY CUB, AND WHEN YOU GET BETWEEN ME AND MY CHILD...

Action:

Timing:

100860

EPISODE #

Production :

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ADVENTURE TIME



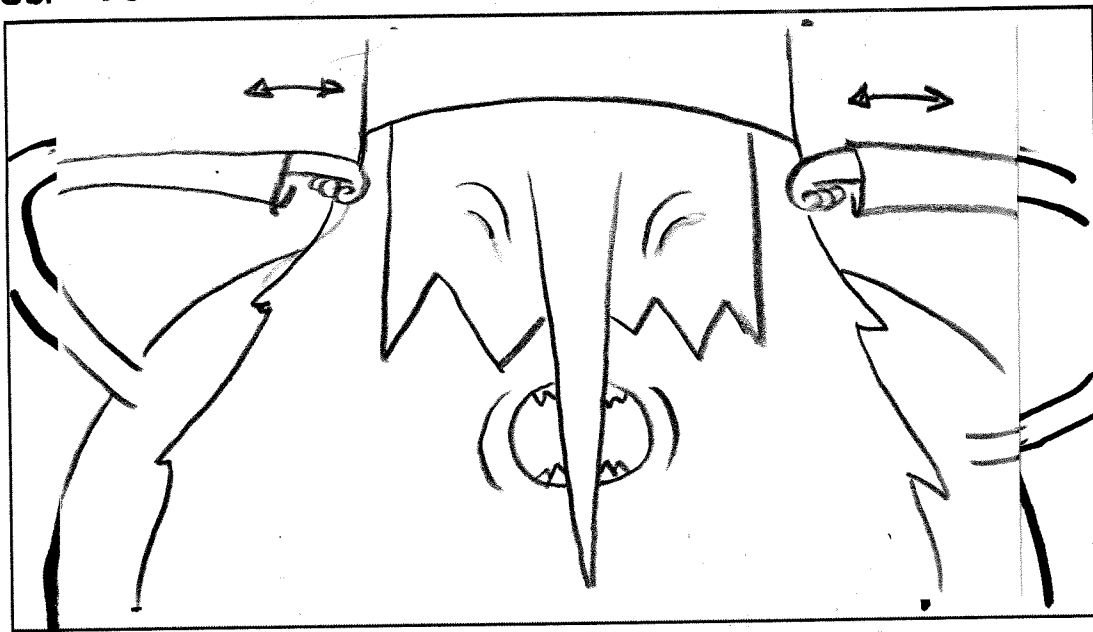
Page 36

Sc. 32

Pnl. C

Bg.

day night

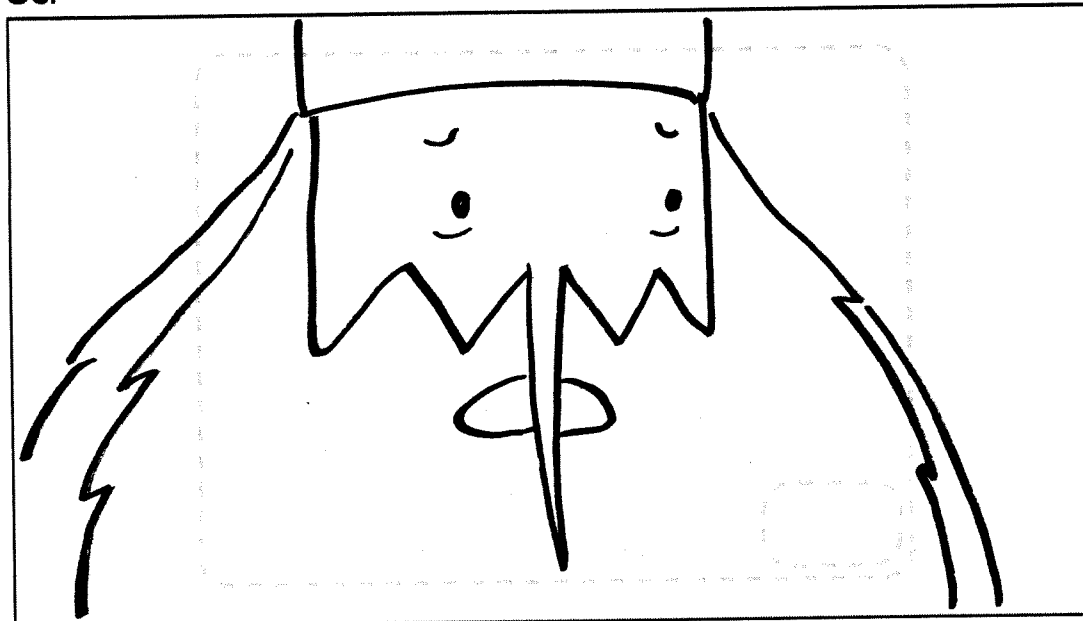


Sc.

Pnl. D

Bg.

day night



Dialog:

IK / I JUST WANNA
OOOHH !!

(Sigh)

Action:

ICE KING PUNCHES HEAD REPEATEDLY.
WHEN HE SAYS "OOOOHH!"



Timing:

100860

EPISODE #

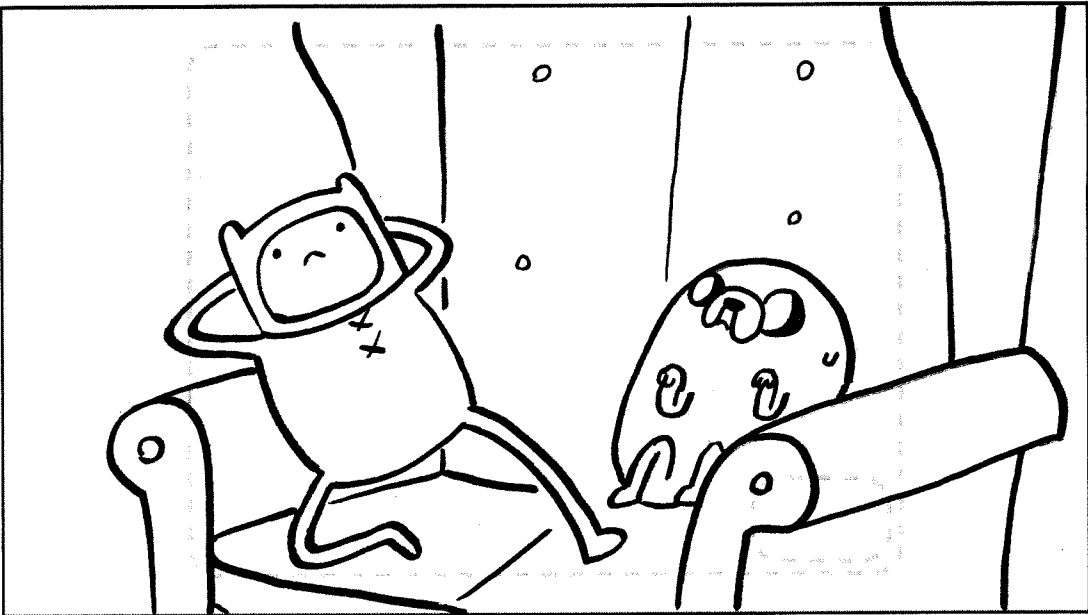
Production :

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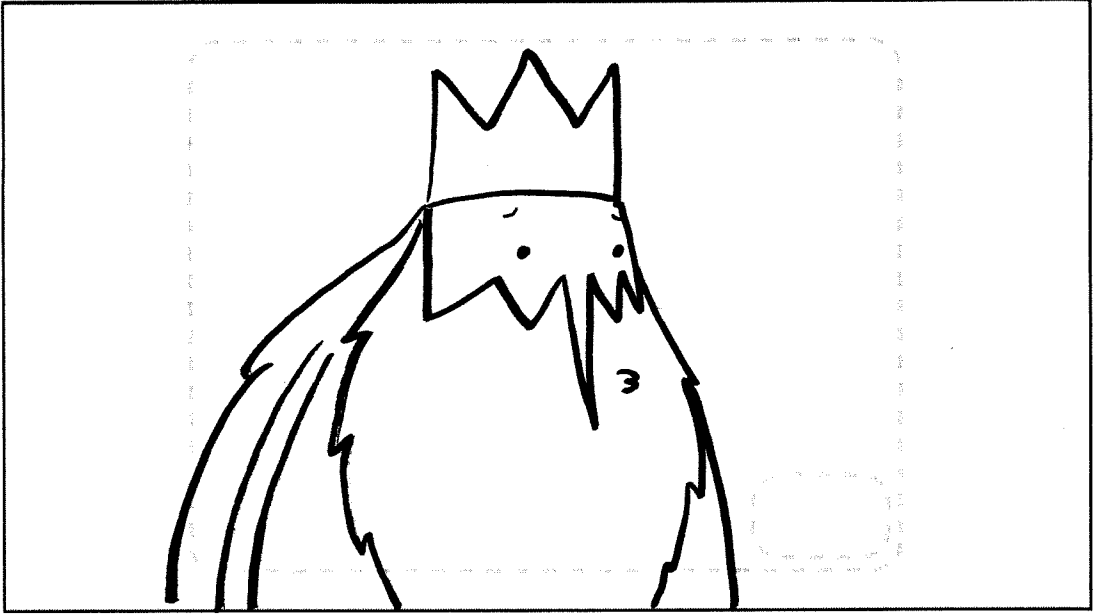
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:
Action:
Timing:

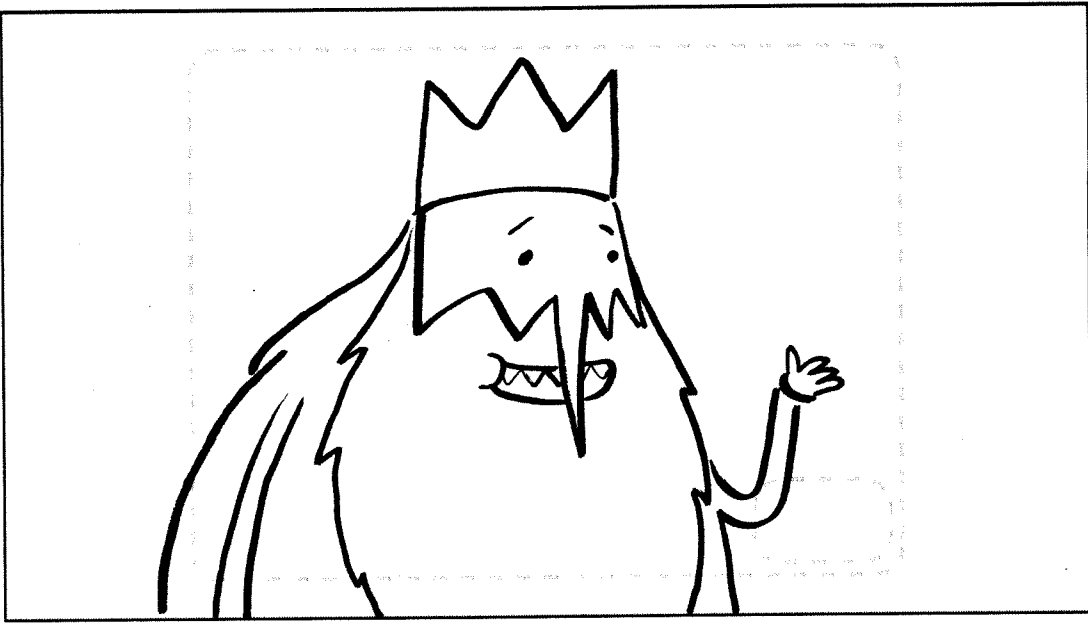
EPISODE # 100860
Production :

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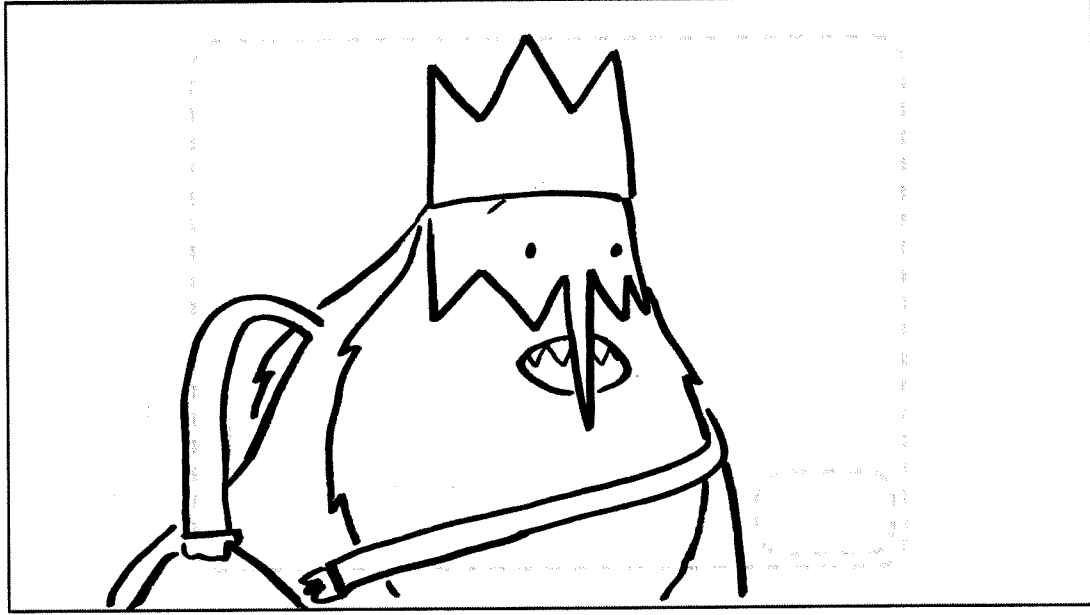
ADVENTURE TIME



Sc. 34 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



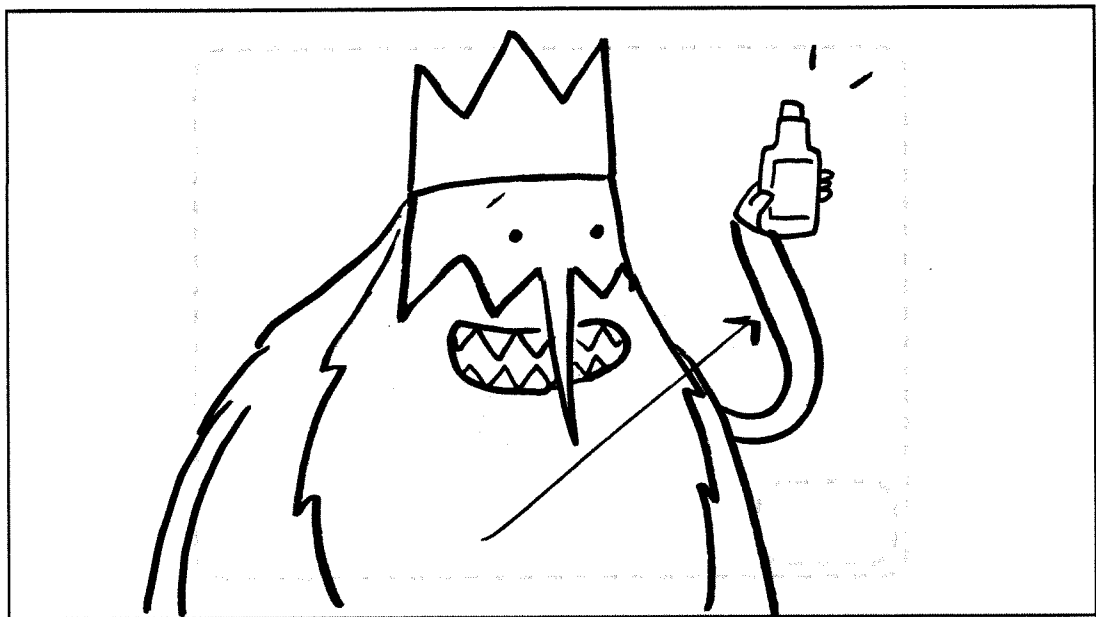
Dialog:	IK / ANYWAY ,NOW THAT YOU'RE FROZEN , WE CAN BOND AND STUFF	IK / AND THE SOONER WE DOOOO.....
Action:		
Timing:		

EPISODE # 100860
Production :

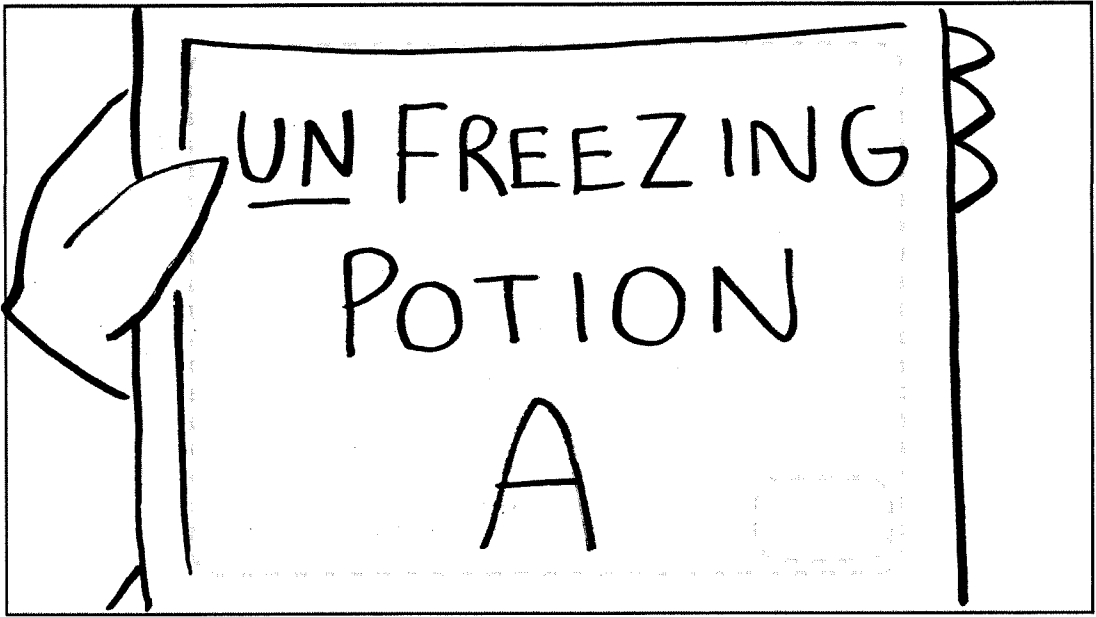
ADVENTURE TIME



Sc. 34 Pnl. D Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	IK/ THE SOONER I CAN SPRAY YOU WITH <u>THIS</u> !	F/ (os) " <u>UN</u> - FREEZING POTION A " ?
Action:		
Timing:		

100860
EPISODE #
Production :

ADVENTURE TIME



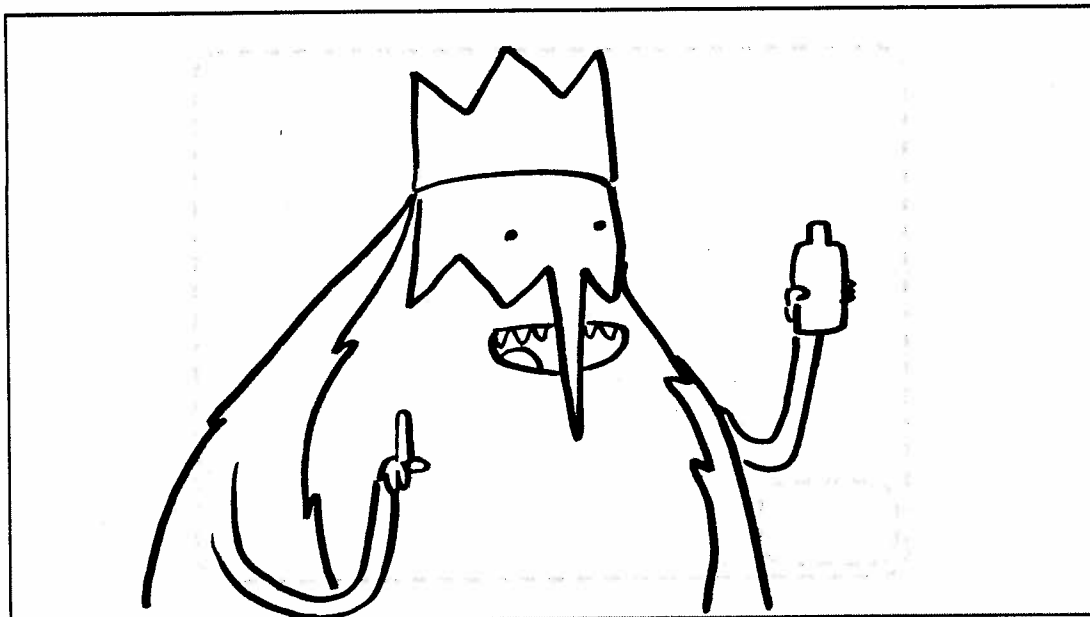
Page 40

Sc. 36

Pnl. A

Bg.

day night

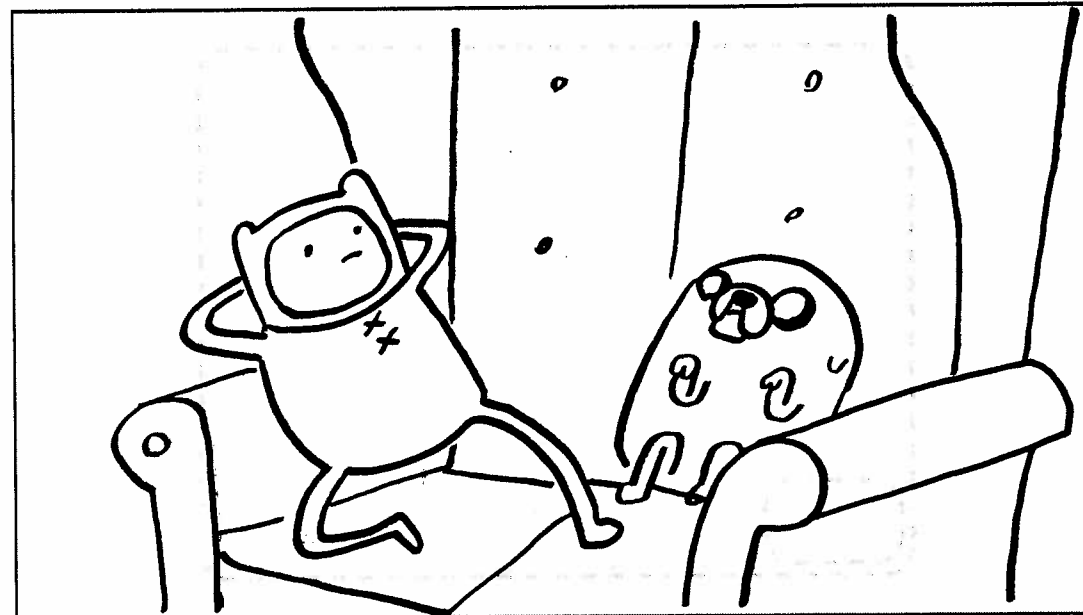


Sc. 37

Pnl. A

Bg.

day night



Dialog:

IK/ I UNDERLINED THE "UN"
SO I WOULDN'T MIX 'EM UP.

J/ JUST UN-FREEZE US
NOW, MAN.

Action:

Timing:

EPISODE # 100860

Production :

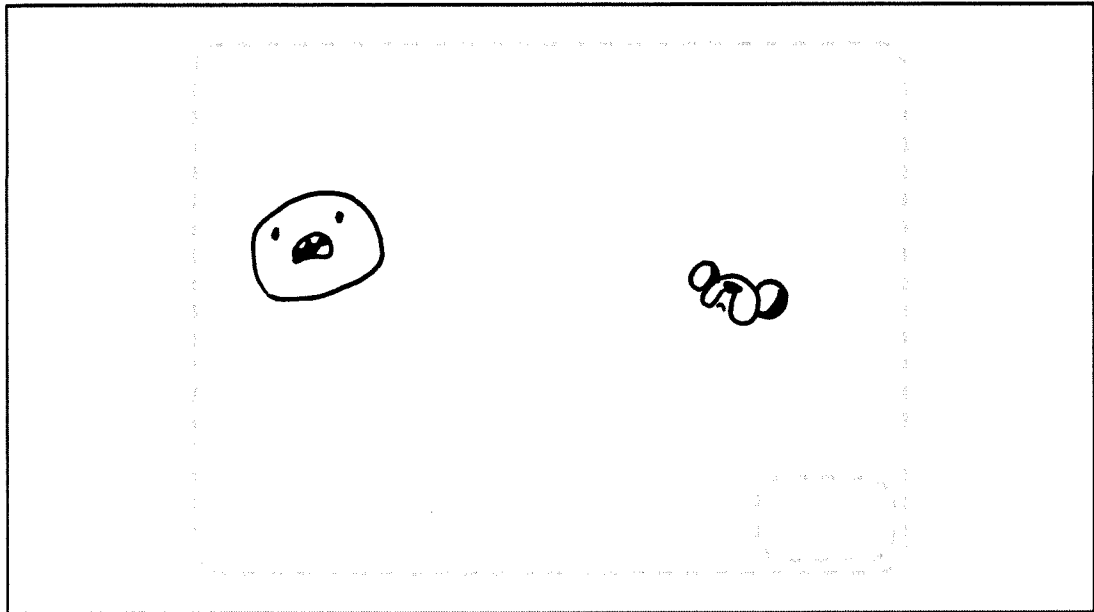
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ADVENTURE TIME

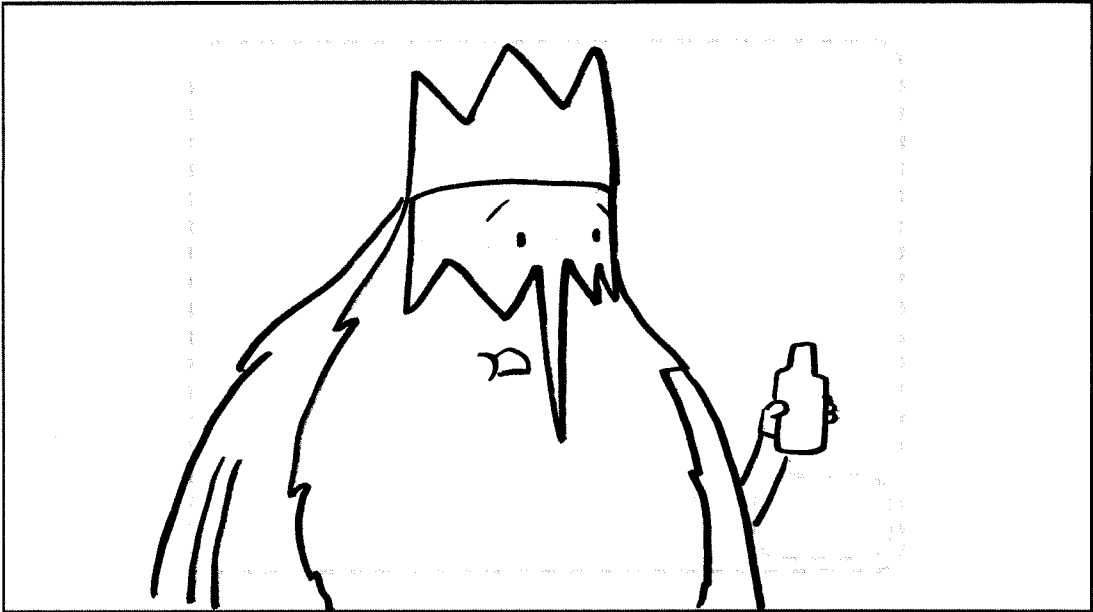


Page 41

Sc. 37 Pnl. B Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	F / YEAH , CUZ WE'RE ALREADY FRIENDS .	IK / WE ARE ?
Action:		
Timing:		

EPISODE # 100860
Production :

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ADVENTURE TIME

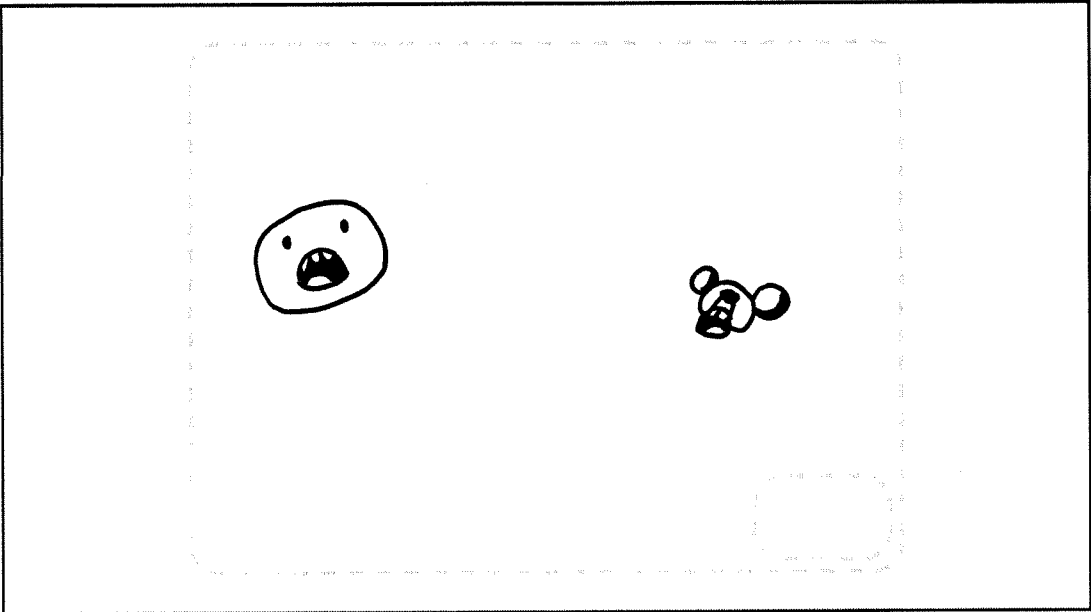


Sc. 39

Pnl. A

Bg.

day night

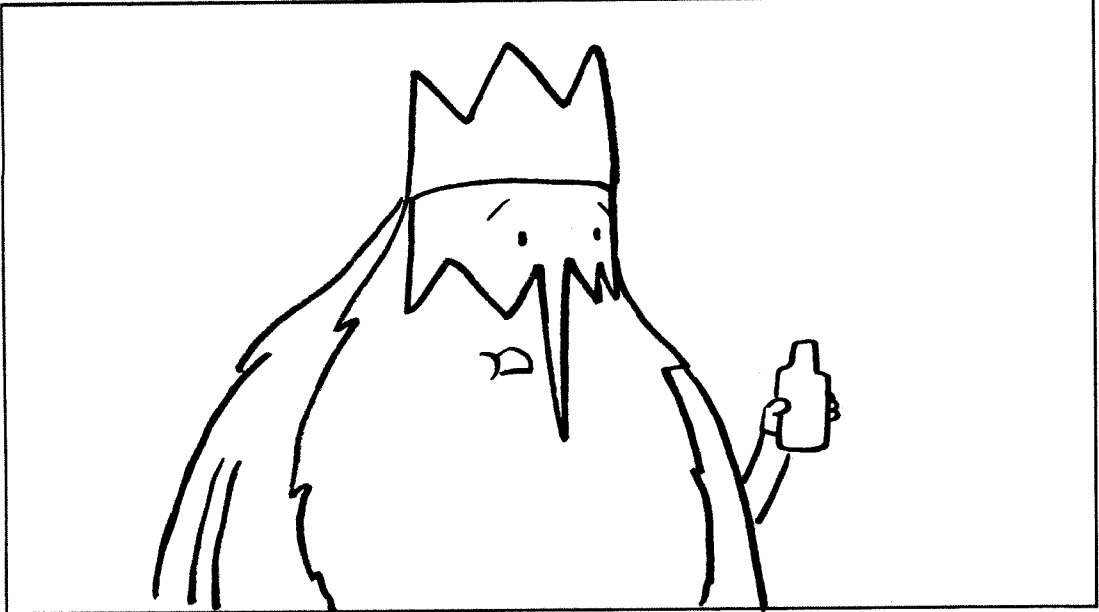


Sc. 40

Pnl. A

Bg.

day night



Dialog:

F + J / YEAH , OF COURSE,
WE LOVE YOU .

IK / WELL WHAT'S MY
FAVORITE COLOR ?

Action:

Timing:

100860

EPISODE #

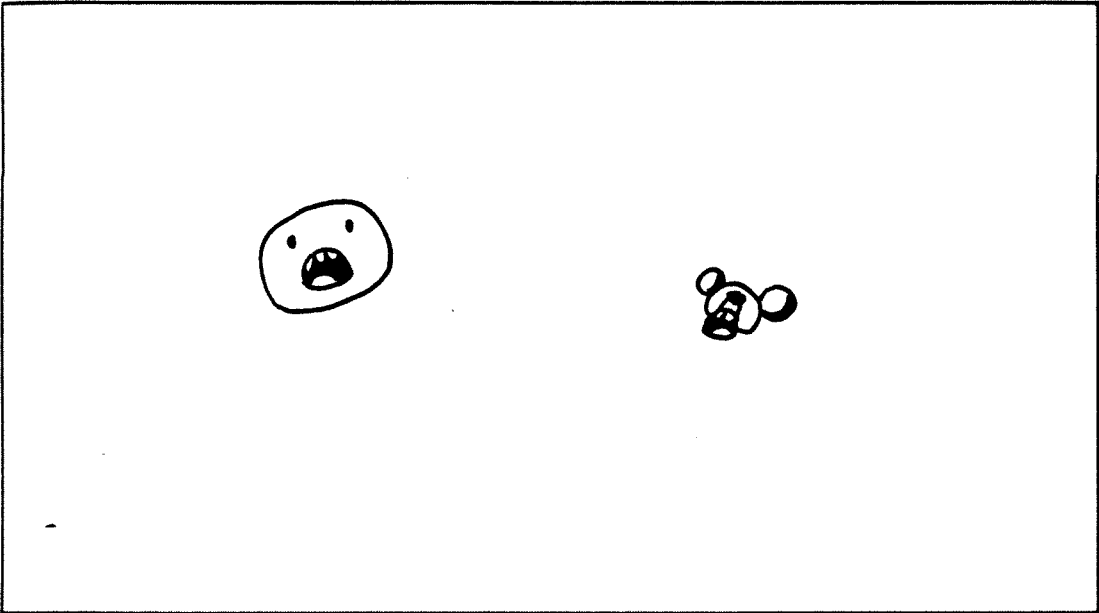
Production :

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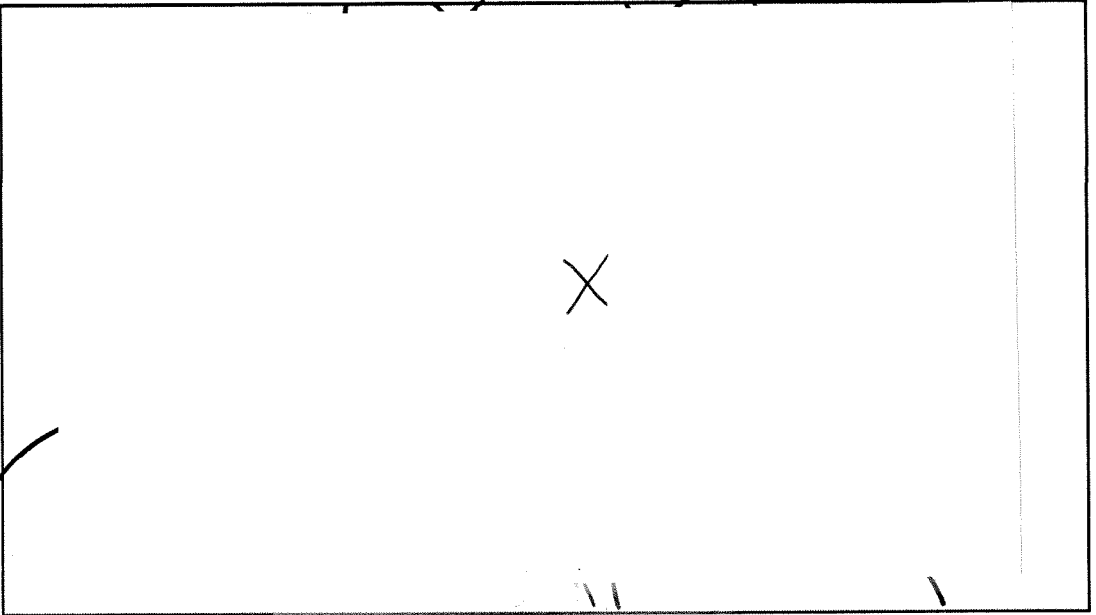
ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:
F + J / *
Action:
Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	IK: You don't love me.
Action:	
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



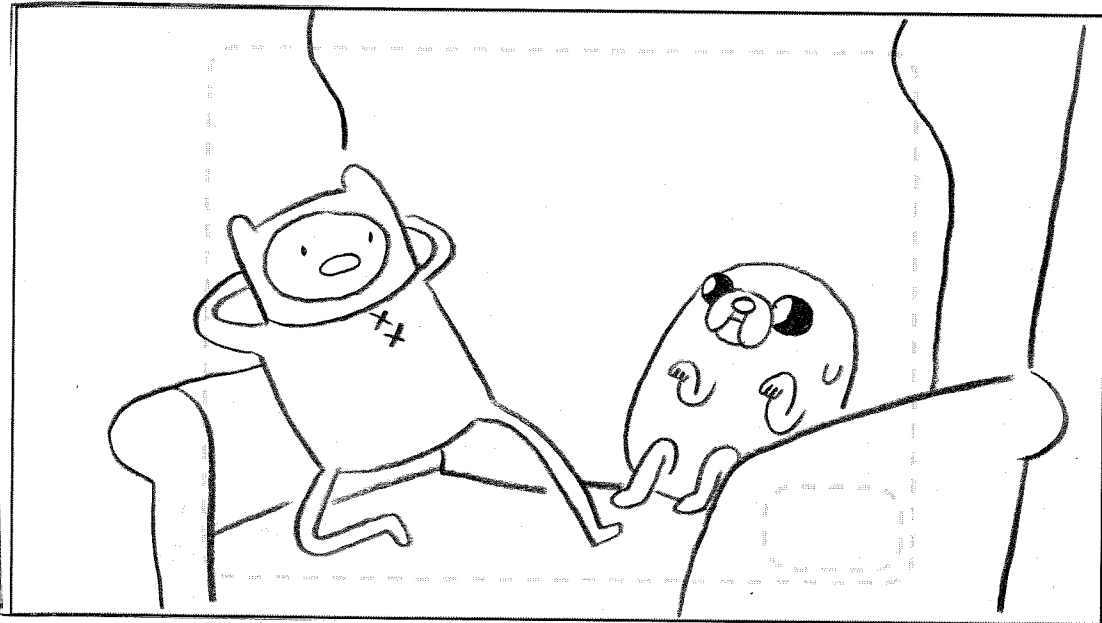
Page 43B

Sc. 41

Pnl. A

Bg.

day night

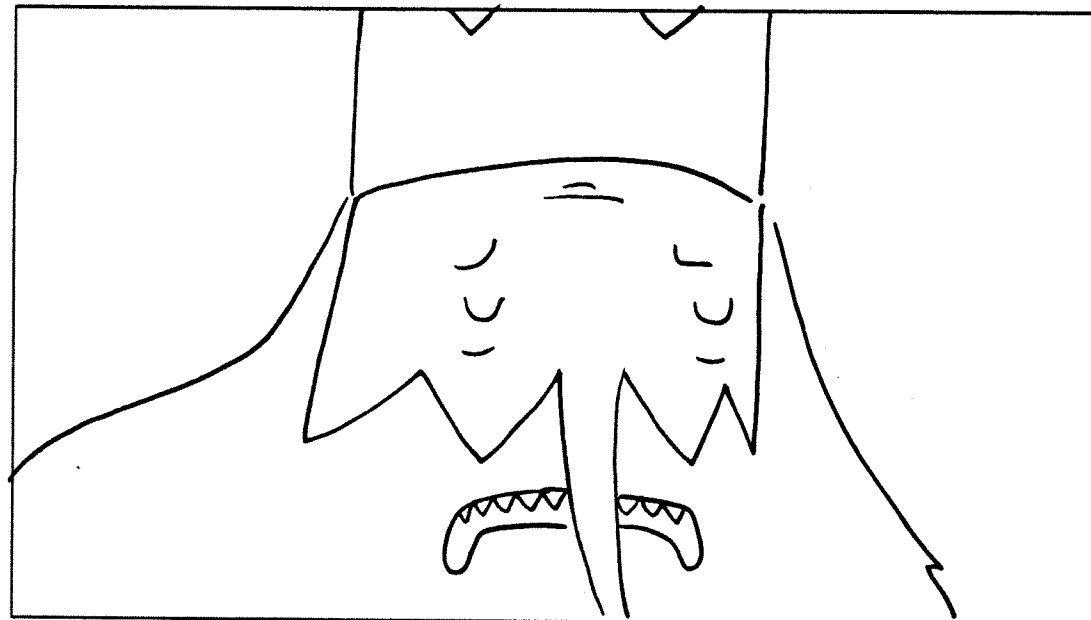


Sc. 42

Pnl. A

Bg.

day night



Dialog:

IK / I KNOW A LOT
ABOUT YOU GUYS.

Action:

FINN AND JAKE LOOK AT EACH OTHER

Timing:

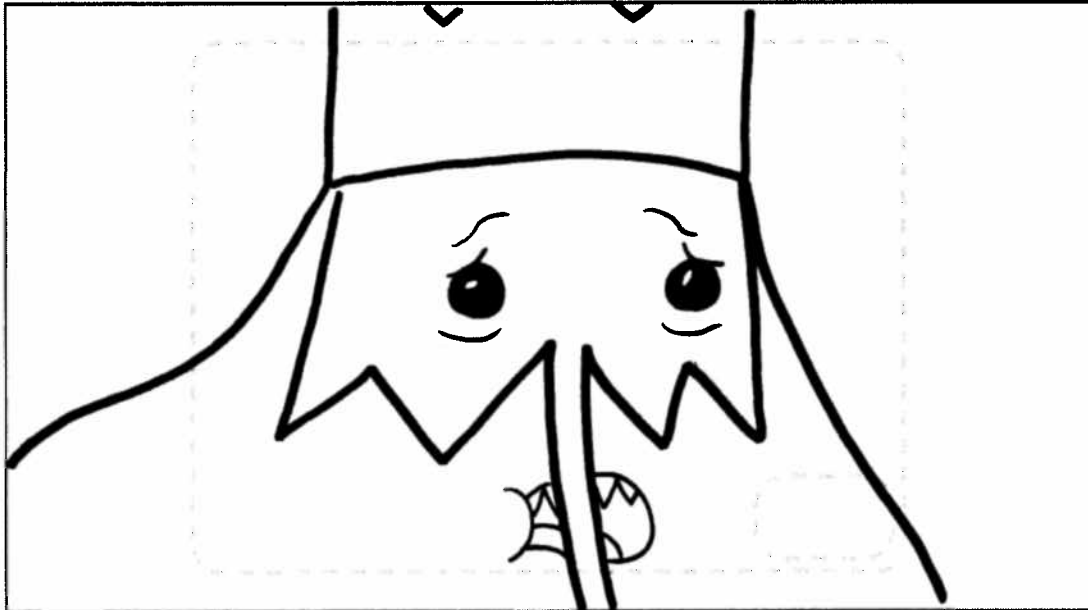
EPISODE #
100860

Production :

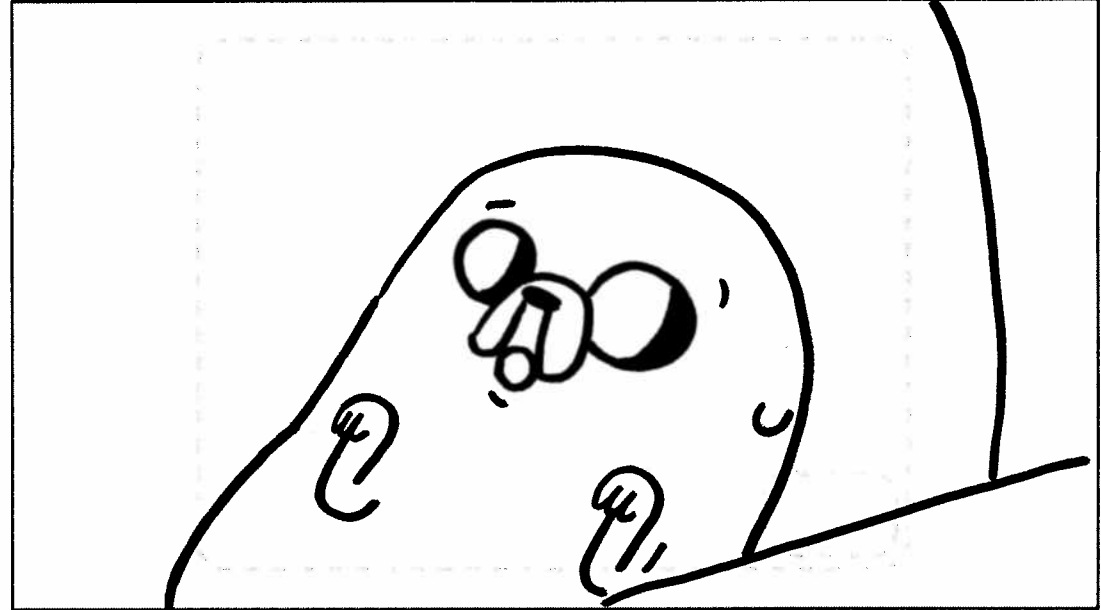
ADVENTURE TIME



Sc. 42 Pnl. B Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:

IK / JAKE, YOU DON'T PUT
ICE IN YOUR DRINK BECAUSE
IT HURTS YOUR TEETH.

J / WHA...?

Action:

Timing:

100860

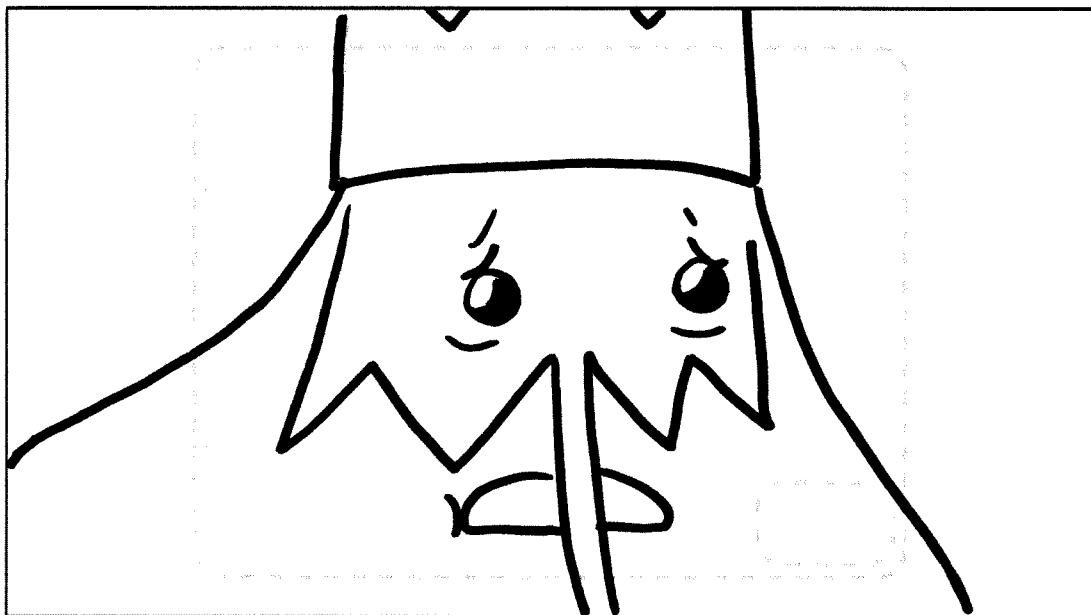
EPISODE #

Production :

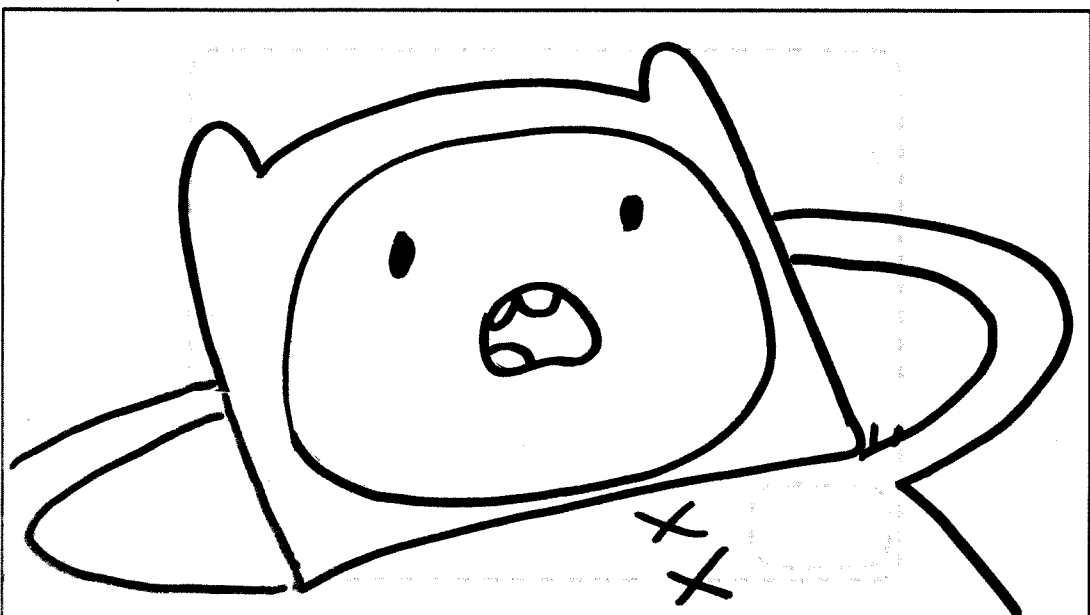
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night

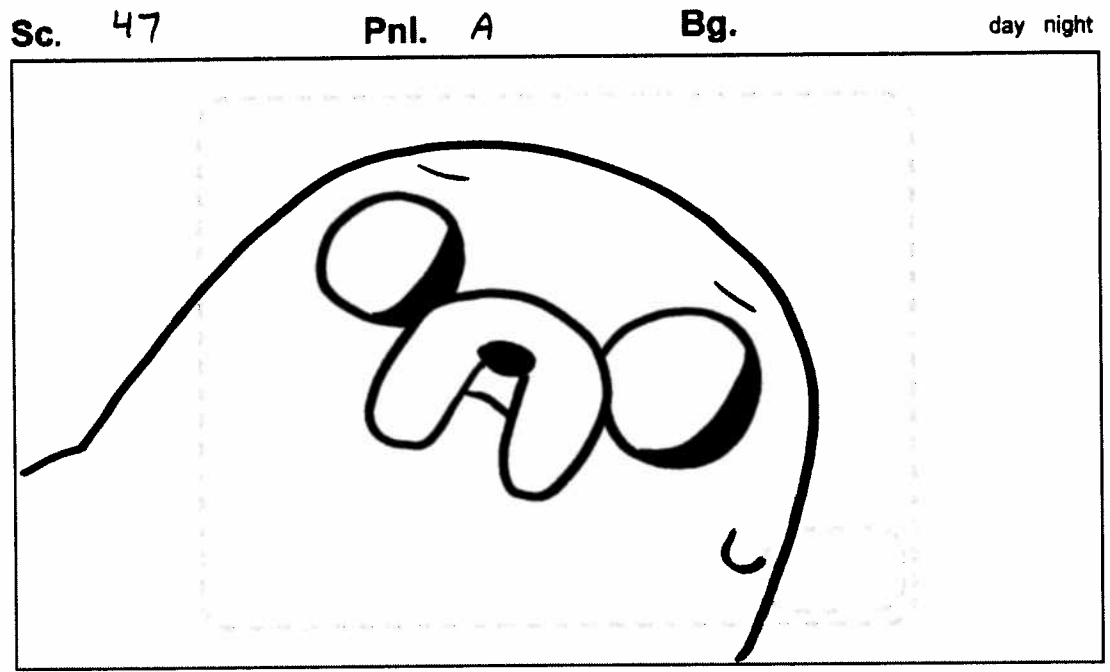
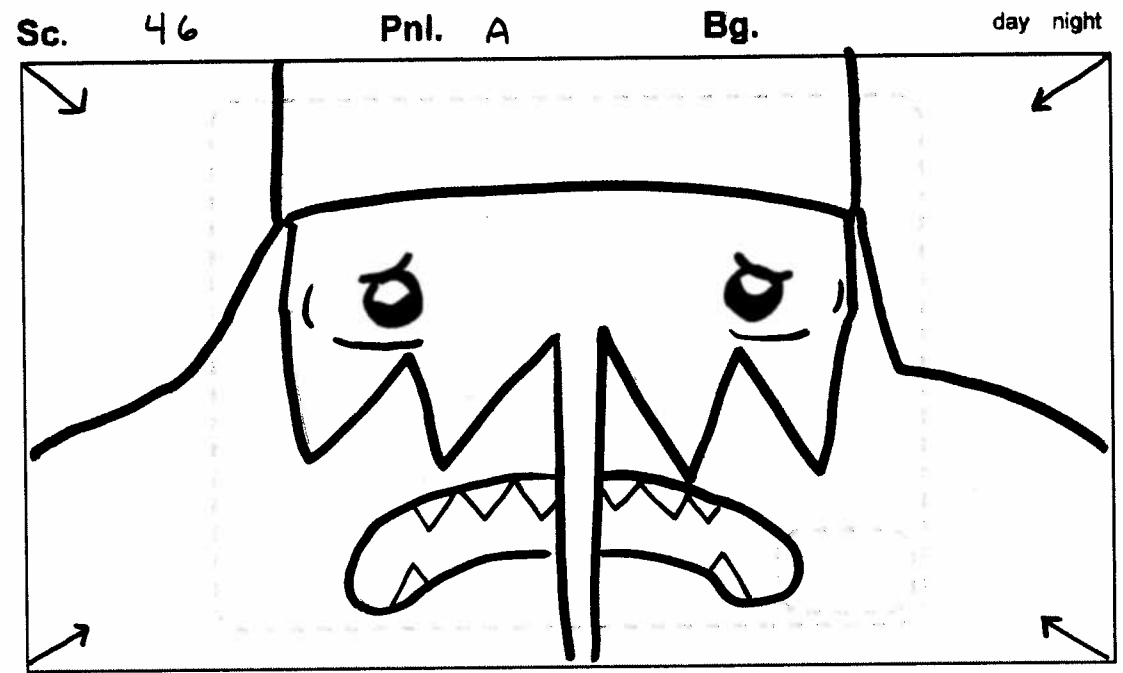


Dialog:	IK / AND FINN, YOUR FAVORITE FOOD IS MEAT LOAF, EVEN THOUGH YOU TOLD MARCELINE IT WAS SPAGHETTI	F / HOW DID YOU - - ?
Action:		
Timing:		

EPISODE # 100860
Production :

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ADVENTURE TIME



Dialog:

AND JAKE, SOMETIMES YOU
IK/ DON'T CRY, BECAUSE YOU'RE
AFRAID OF REAL EMOTION.

Action:

(slow, dramatic push in)

Timing:

IK/ (OS) IT'S OK.
LET IT OUT.

EPISODE # 100860

Production :

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ADVENTURE TIME



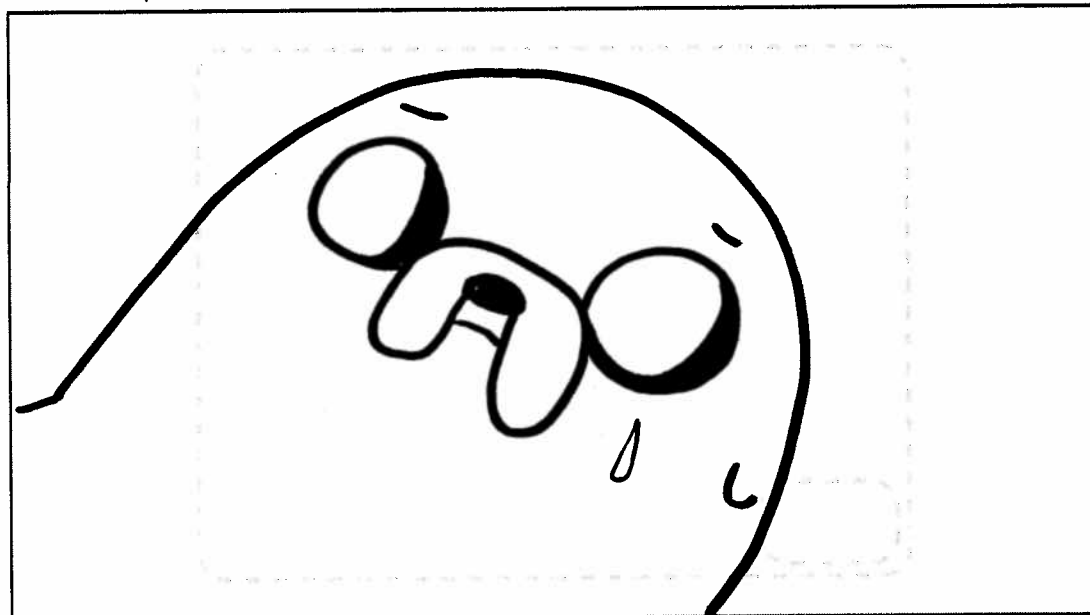
Page 47

Sc. 47

Pnl. B

Bg.

day night

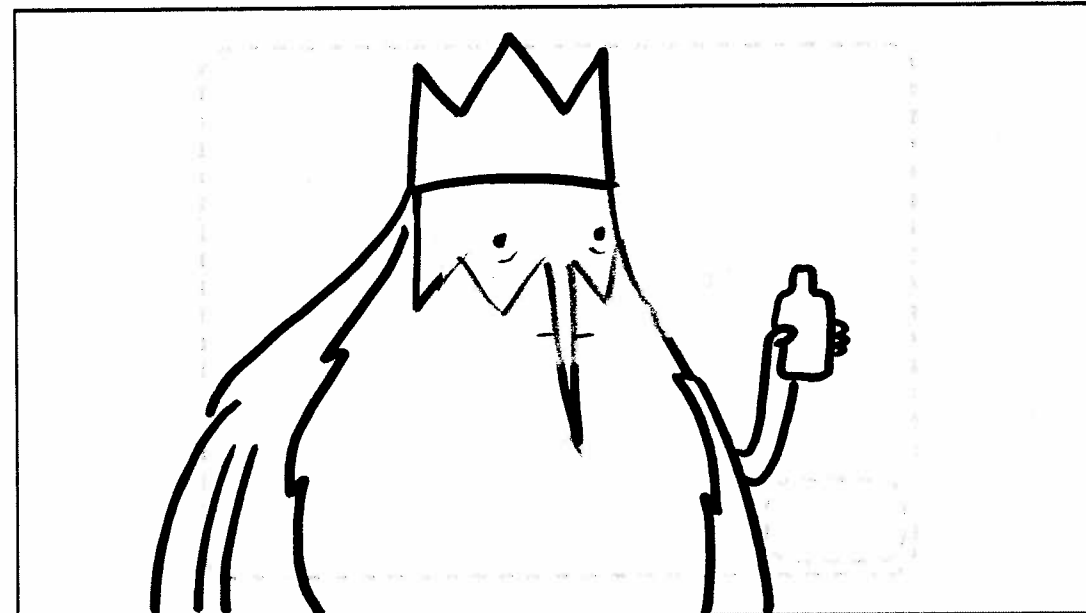


Sc. 48

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

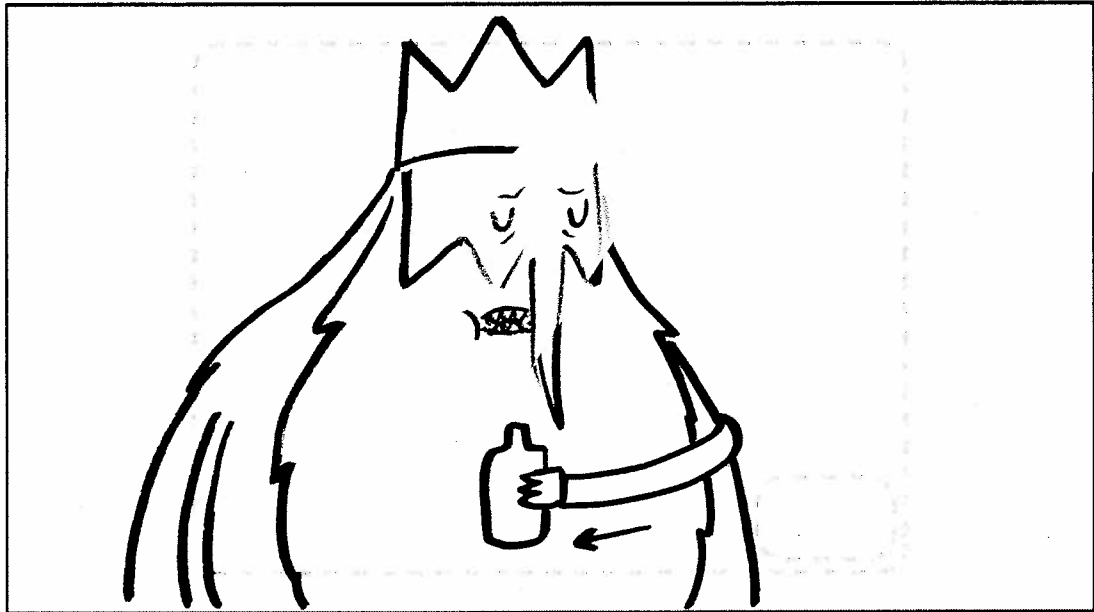
EPISODE #

100860

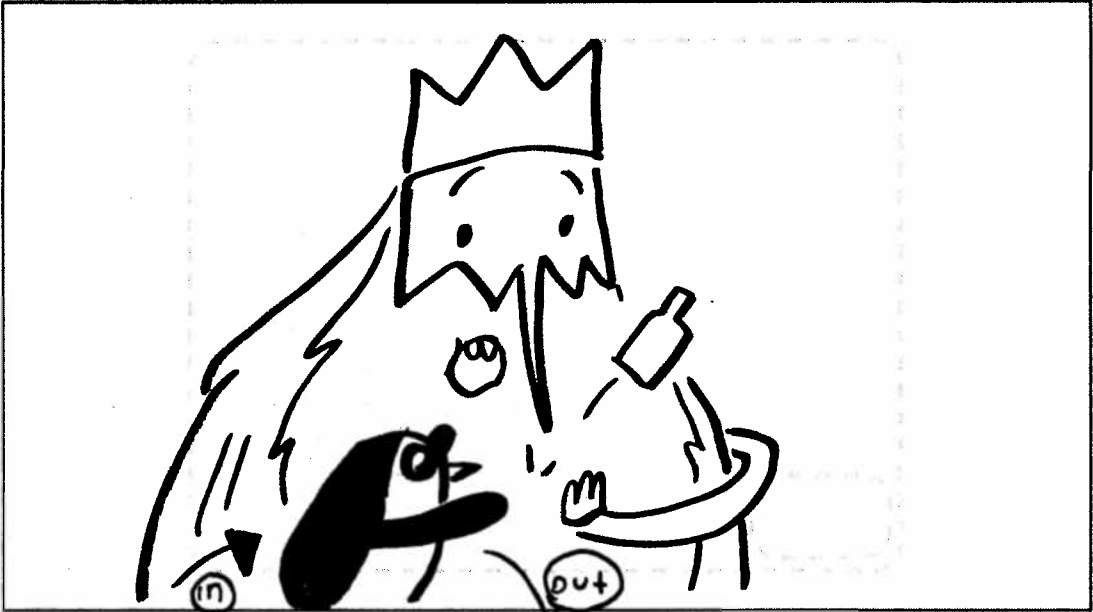
ADVENTURE TIME



Sc. 48 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	IK/ YOU DON'T LOVE ME.	G/ WENK!
Action:	(starts to put bottle away)	(Gunther leaps into frame and swats bottle)
Timing:		

EPISODE # 100860
Production :

ADVENTURE TIME

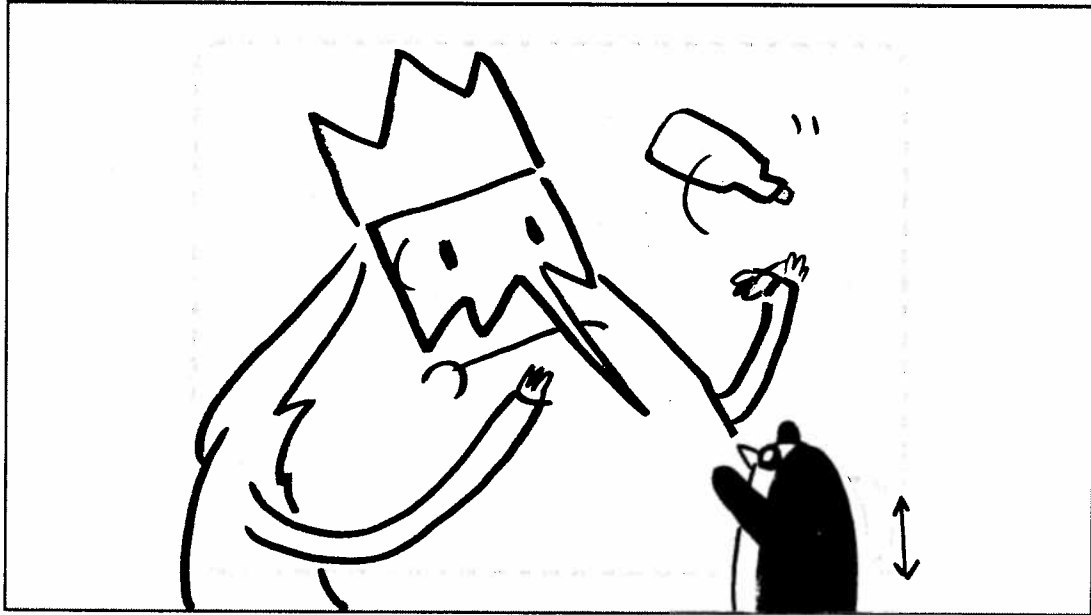


Sc. 48

Pnl. D

Bg.

day night

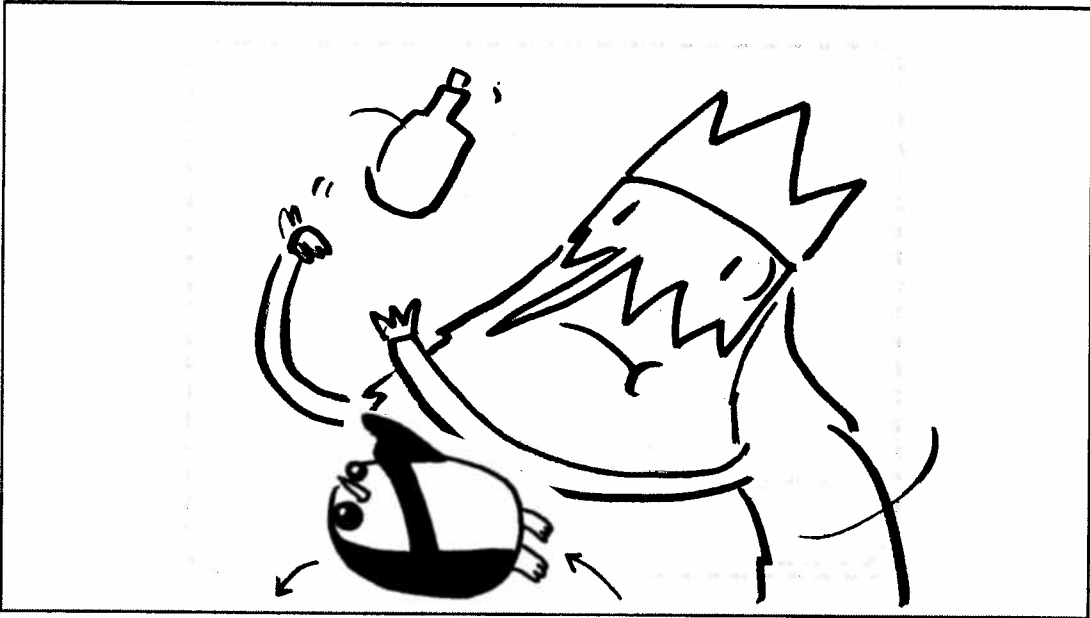


Sc.

Pnl. E

Bg.

day night



Dialog:	G/ WENK !	G/ WENK !
Action:	(bobble , bobble)	(bobble , touch , bobble)
Timing:		

Production :

EPISODE #

100860

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ADVENTURE TIME



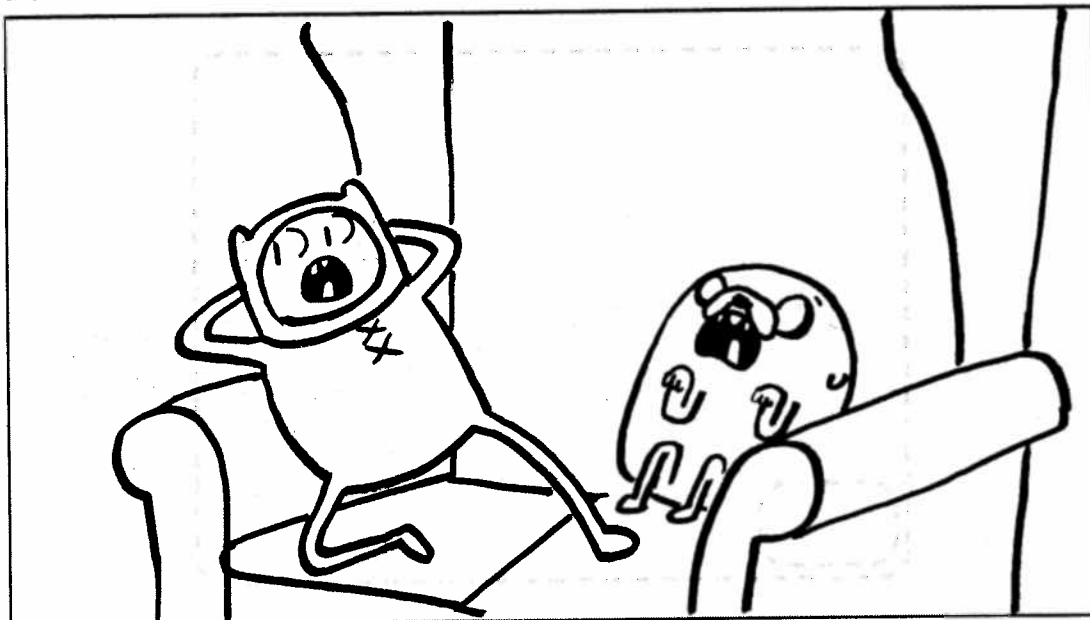
Page 50

Sc. 49

Pnl. A

Bg.

day night

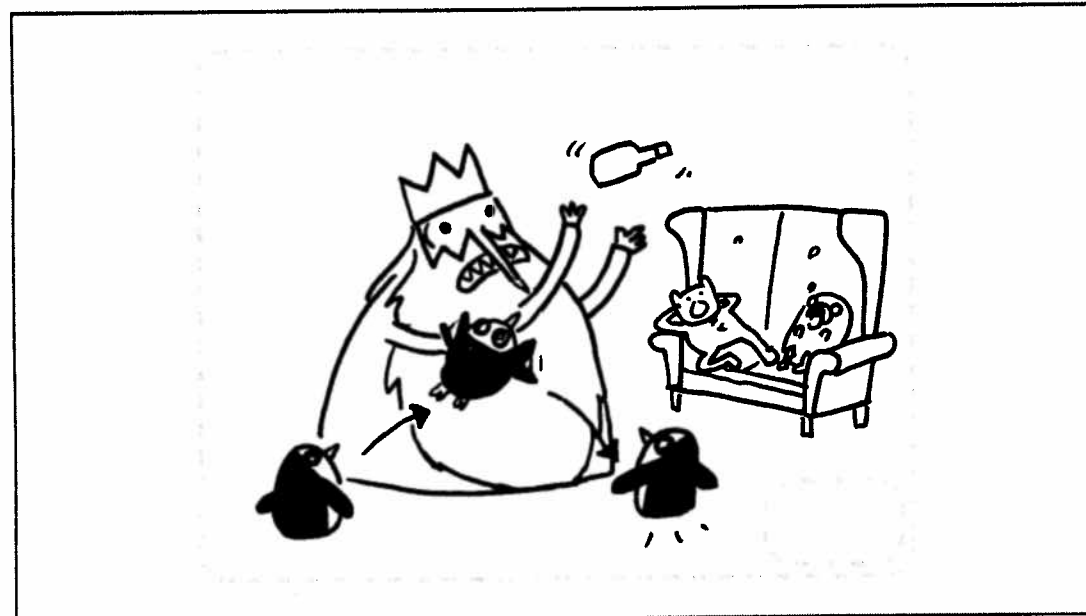


Sc. 50

Pnl. A

Bg.

day night



Dialog:

G / wenk !

Action:

(bobble , bobble)

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME

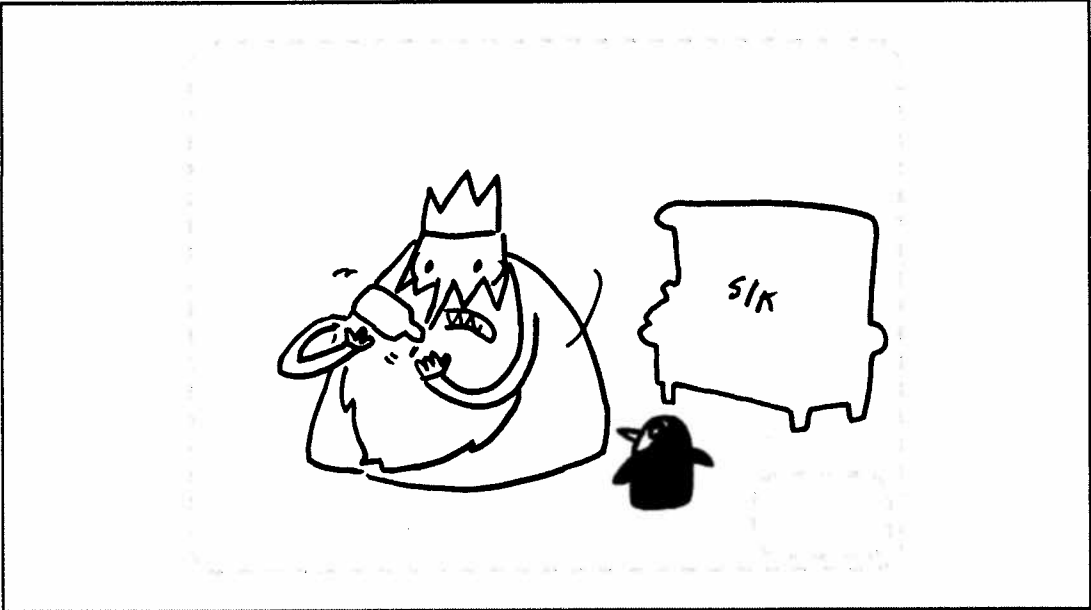


Sc. 50

Pnl. B

Bg.

day night

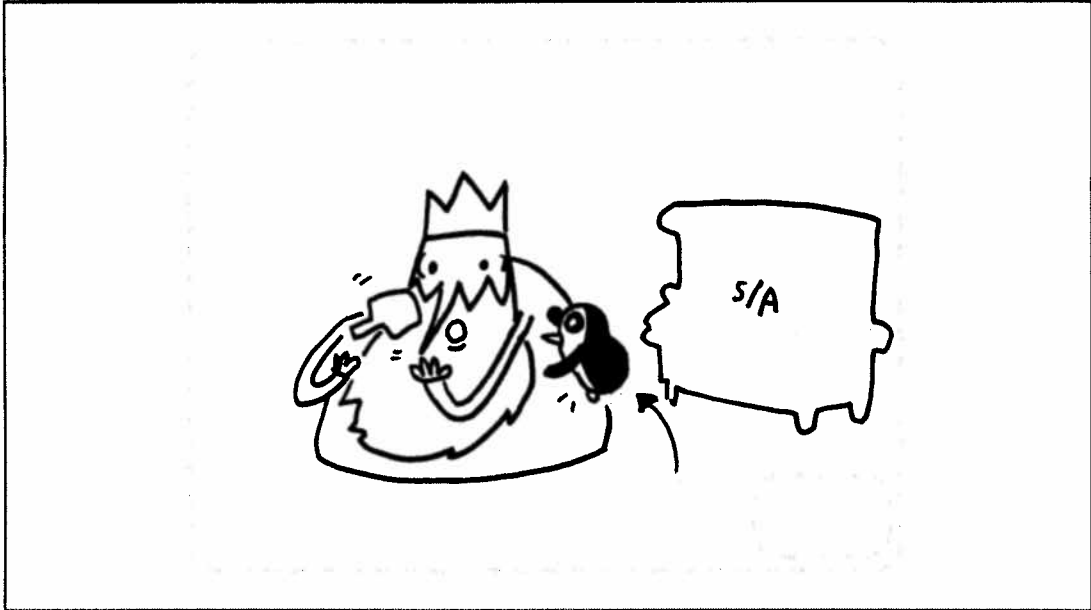


Sc.

Pnl. C

Bg.

day night



Dialog:

G / wenk

Action:

(bobble , bobble)

(Gunther jumps up on
Ice King

Timing:

100860

EPISODE #

Production :

ADVENTURE TIME

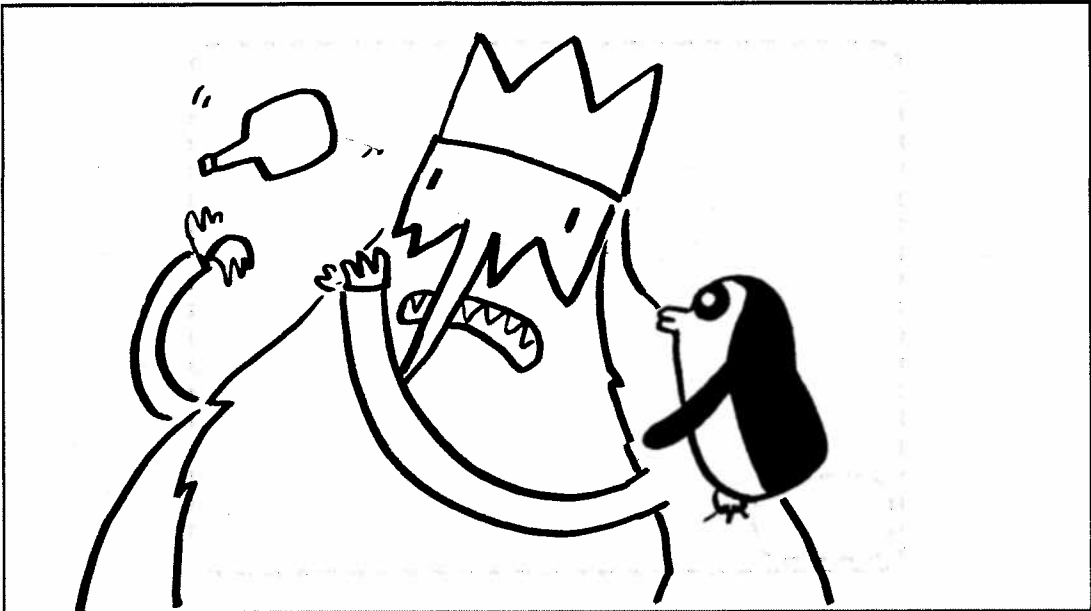


Sc. 51

Pnl. A

Bg.

day night

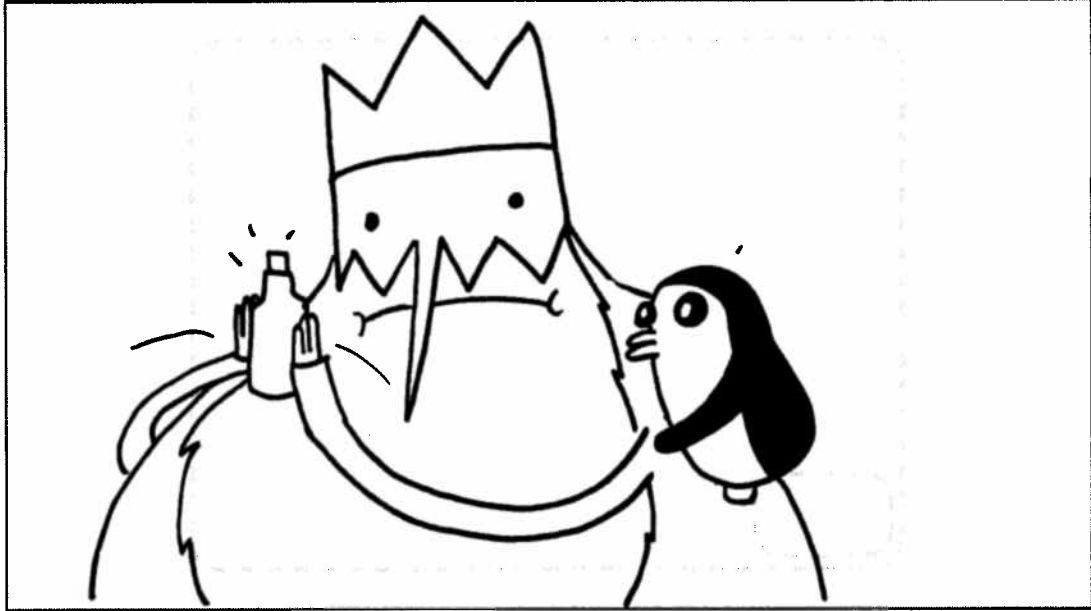


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

(slap!)

Timing:

EPISODE # 100860

Production :

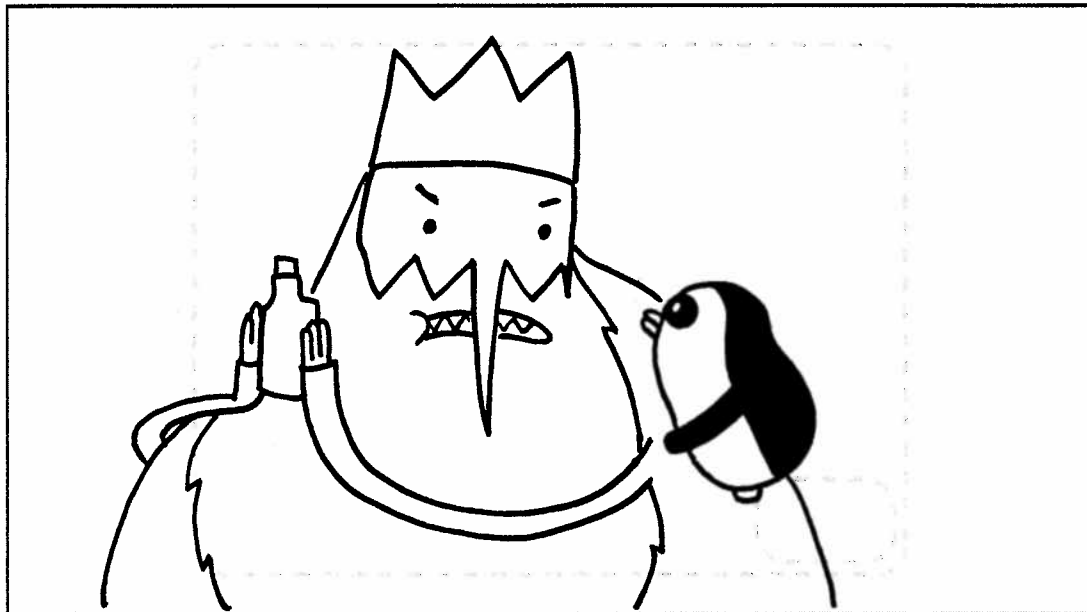
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ADVENTURE TIME

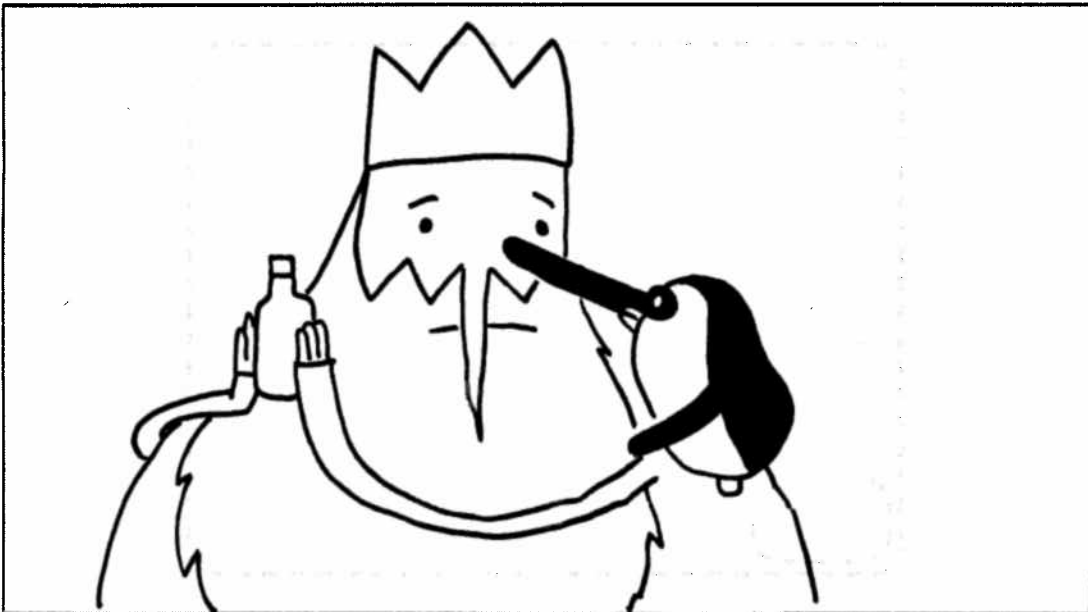


Page 53

Sc. 51 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:

IK / BAD PENGUIN

Sfx * Pat *
G: wnk

Action:

(touch)

Timing:

EPISODE # 100860

Production :

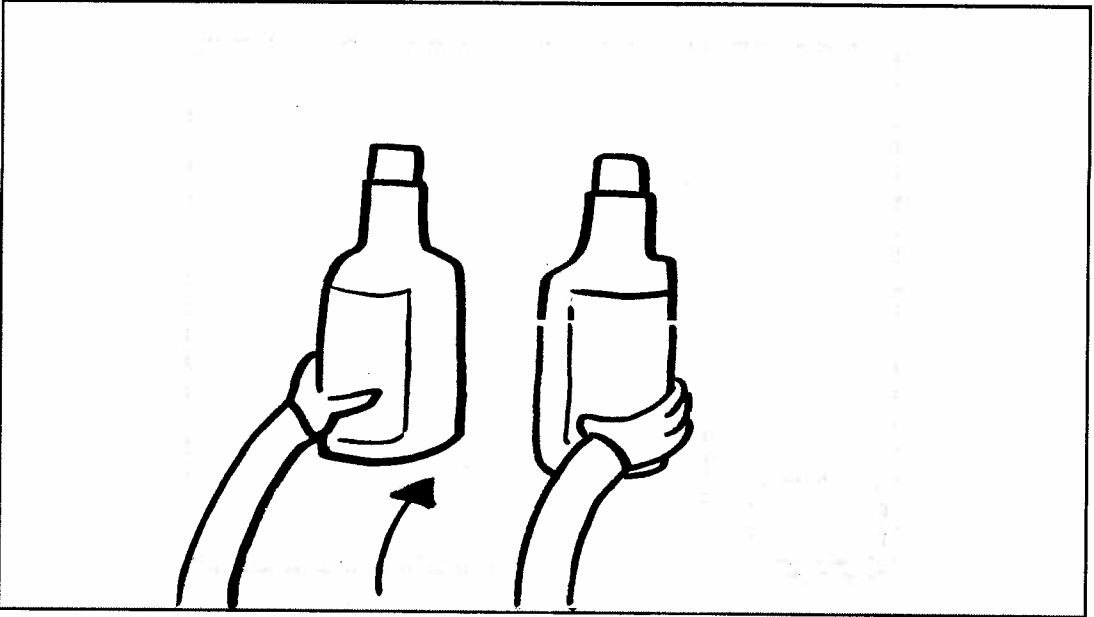
ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK / (OS) THERE !

Action:

Timing:

EPISODE #

100860

Production :

ADVENTURE TIME



Page 55

Sc. 52

Pnl. C

Bg.

day night



Sc.

Pnl. D

Bg.

day night



Dialog:

IK/ (OS) NOW GUNTHER WON'T ACCIDENTALLY BREAK THE ONLY BOTTLES OF "FREEZING" AN "UN-FREEZING" POTIONS 'A' ... "

Action:

(locks both bottles)



Timing:

EPISODE #

100860

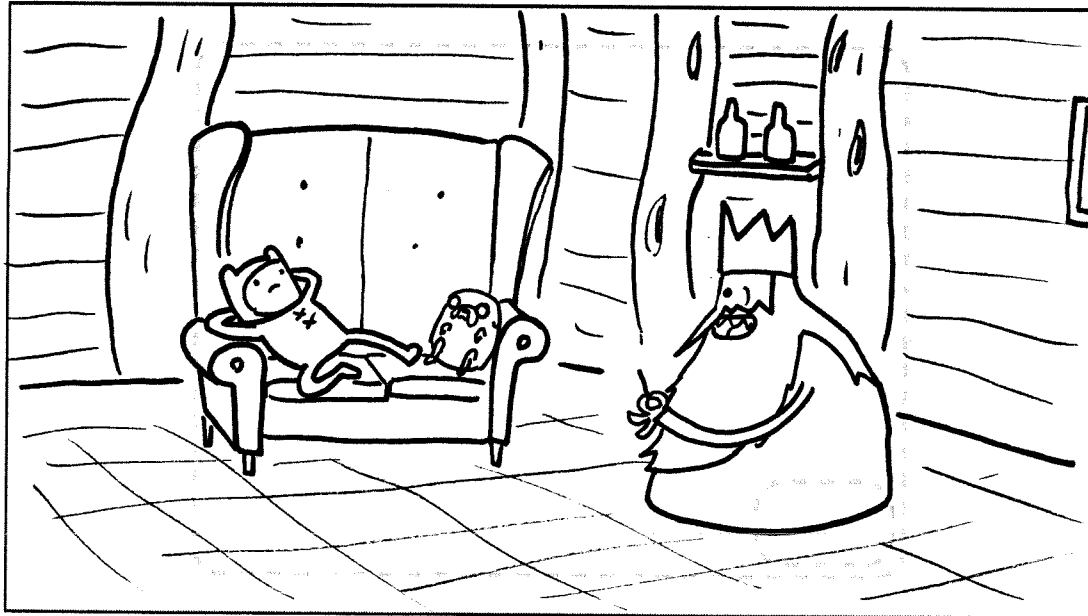
Production :

ADVENTURE TIME

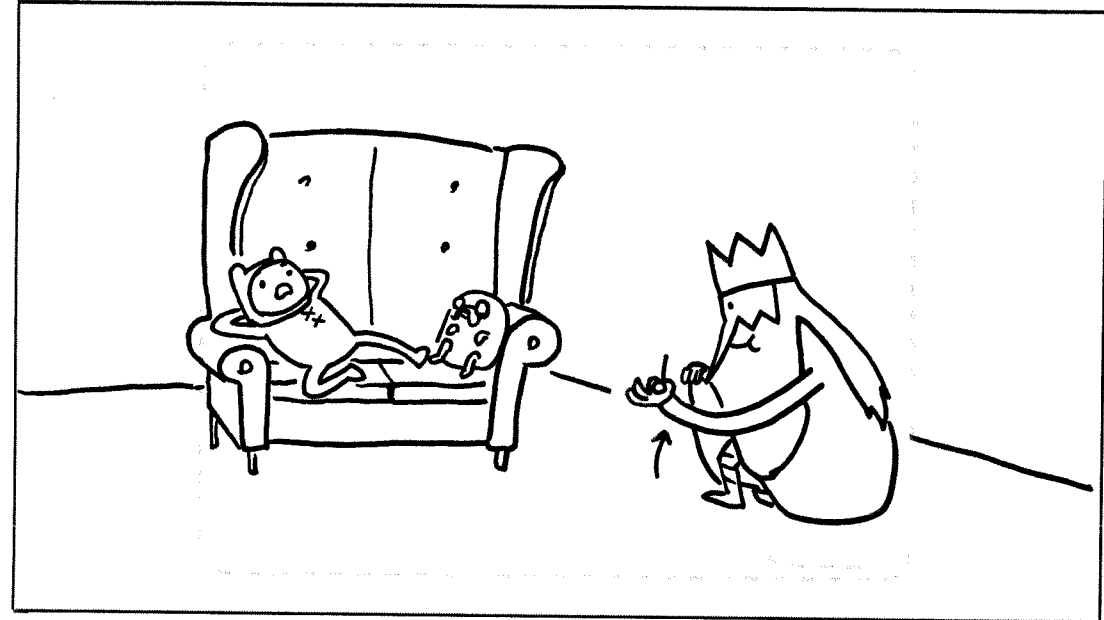


Page 56

Sc. 53 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK / ..IN ALL OF OOO !

F / YOU LOCK YOUR BOTTLES ?

Action:

Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME

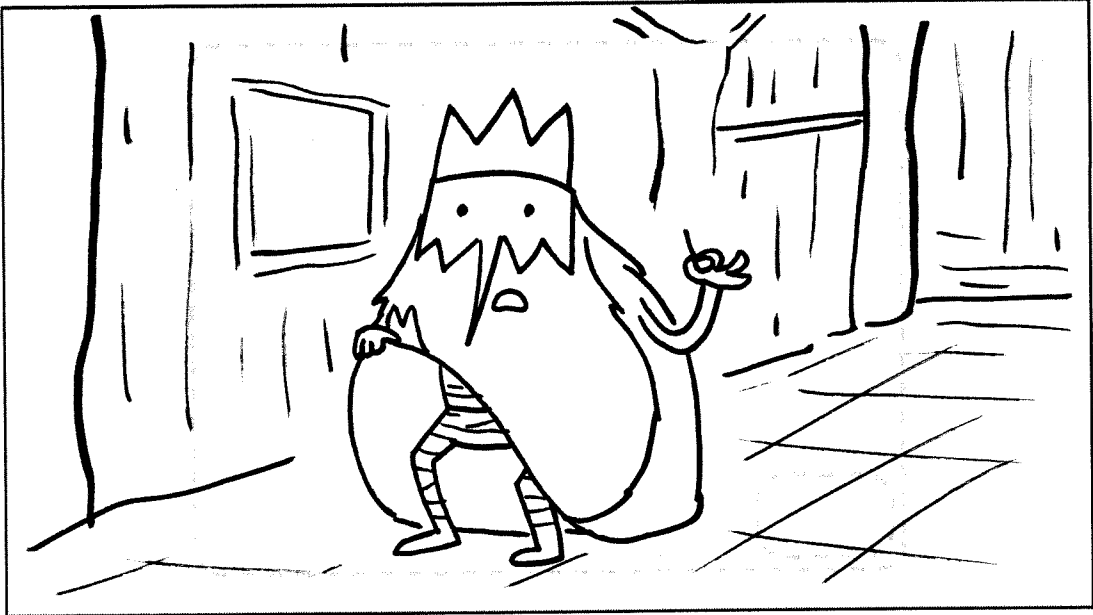


Sc. 54

Pnl. A

Bg.

day night

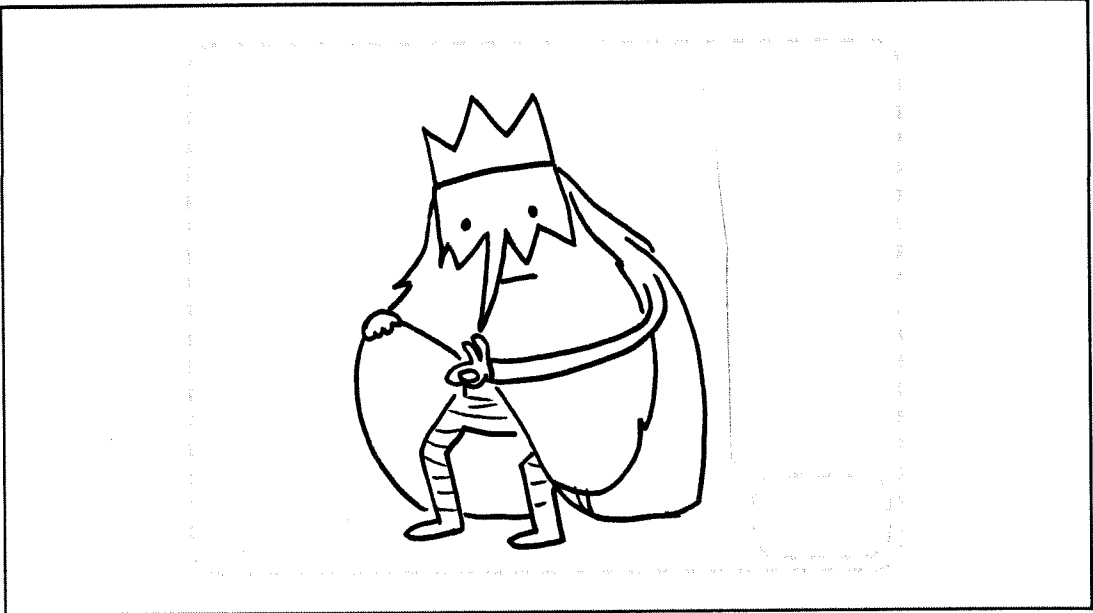


Sc.

Pnl. B

Bg.

day night



Dialog:

IK / IN THIS Economy?

Action:

(tucks key in
under garment)

Timing:

EPISODE #

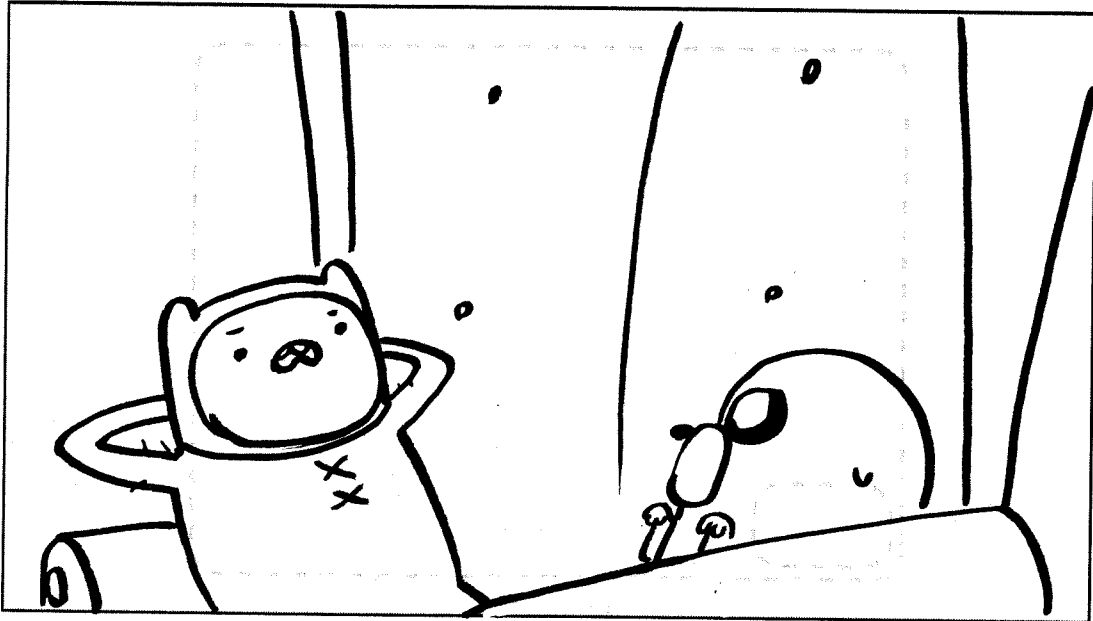
100860

Production :

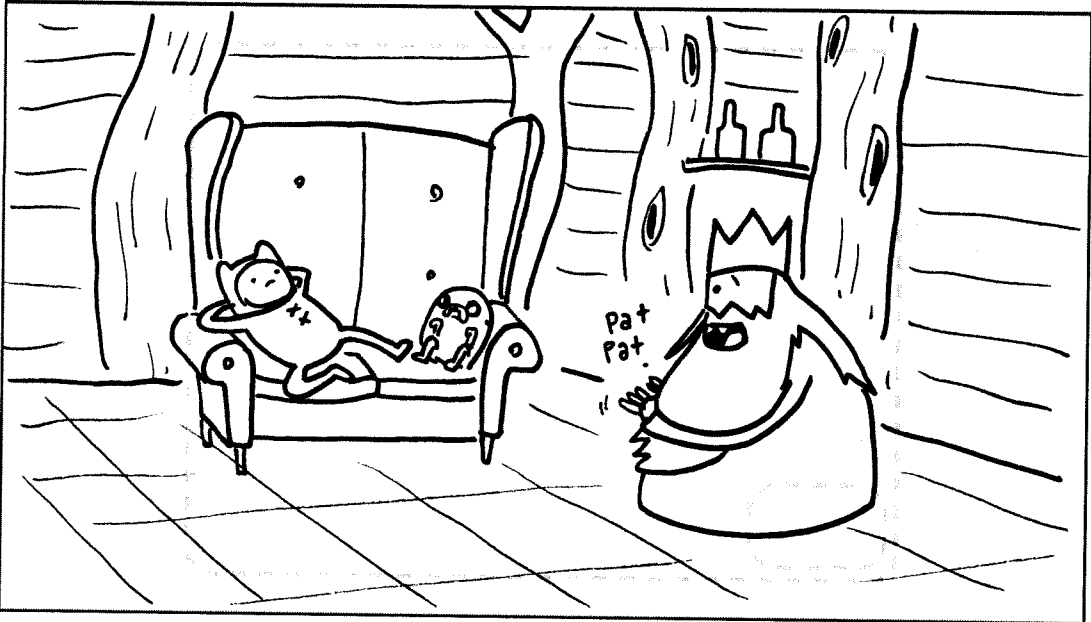
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 56 Pnl. A Bg. day night



Dialog:

F / HE'S SHOWING HIS
UNDERGARMENTS AGAIN.

IK / SAFEST PLACE I KNOW
(heh, heh)

Action:

Timing:

100860

EPISODE #

Production :

ADVENTURE TIME

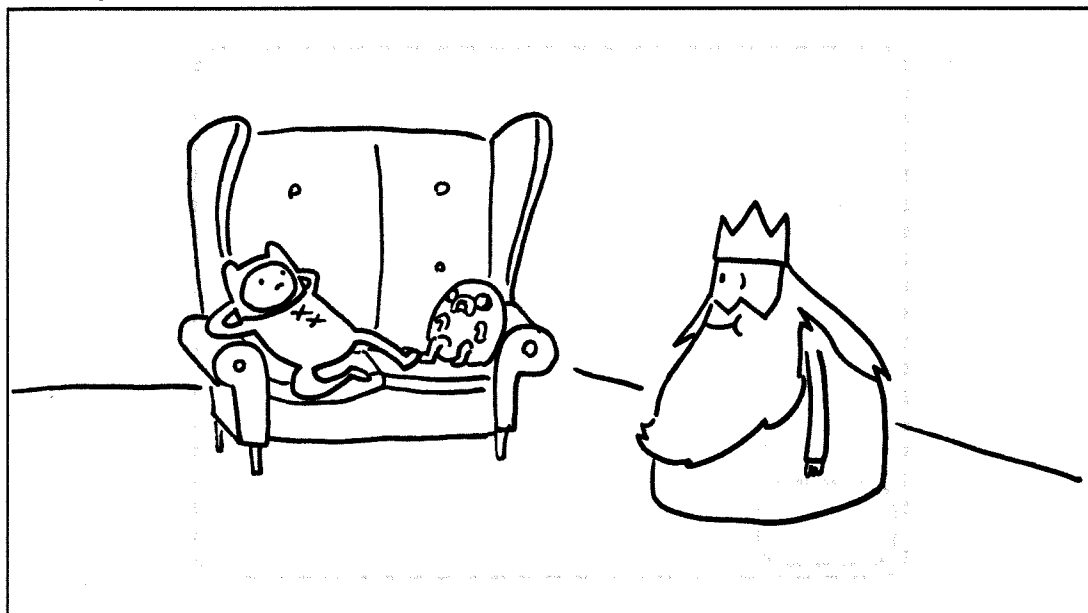
Page 59

Sc. 56

Pnl. B

Bg.

day night

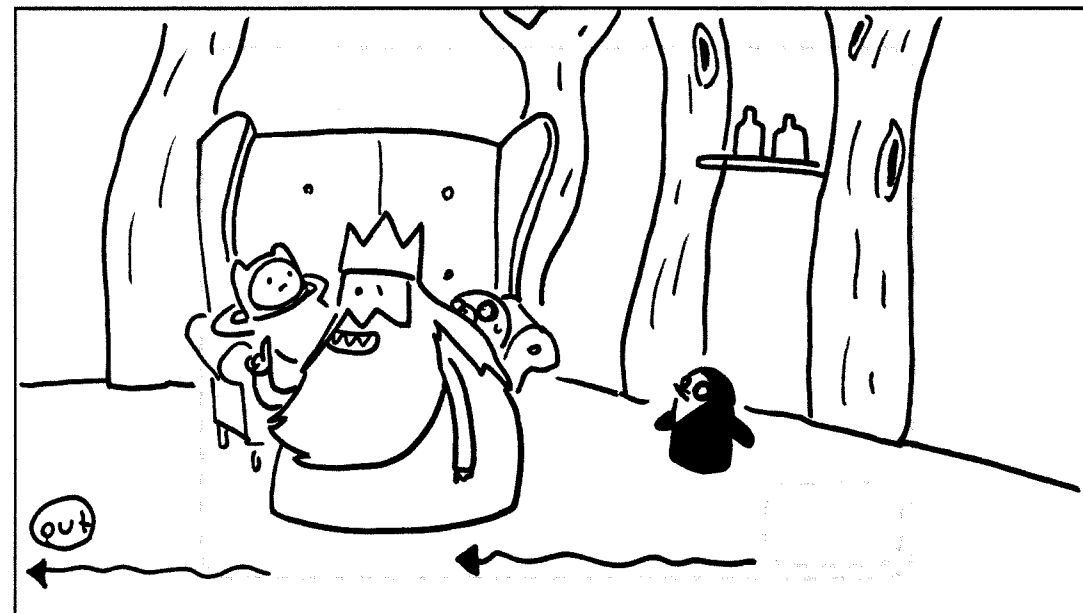


Sc.

Pnl. **<**

Bg.

day night



Dialog:

(awkward pause)

IK / I'M GONNA GO MAKE
SOME LEMONADE.

Action:

Timing:

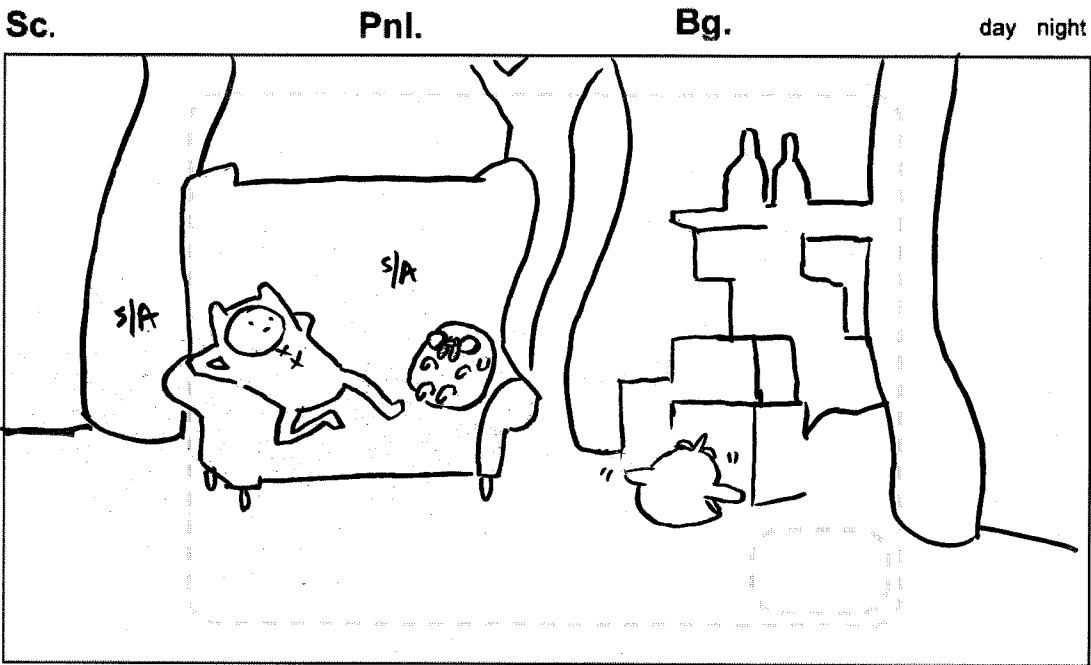
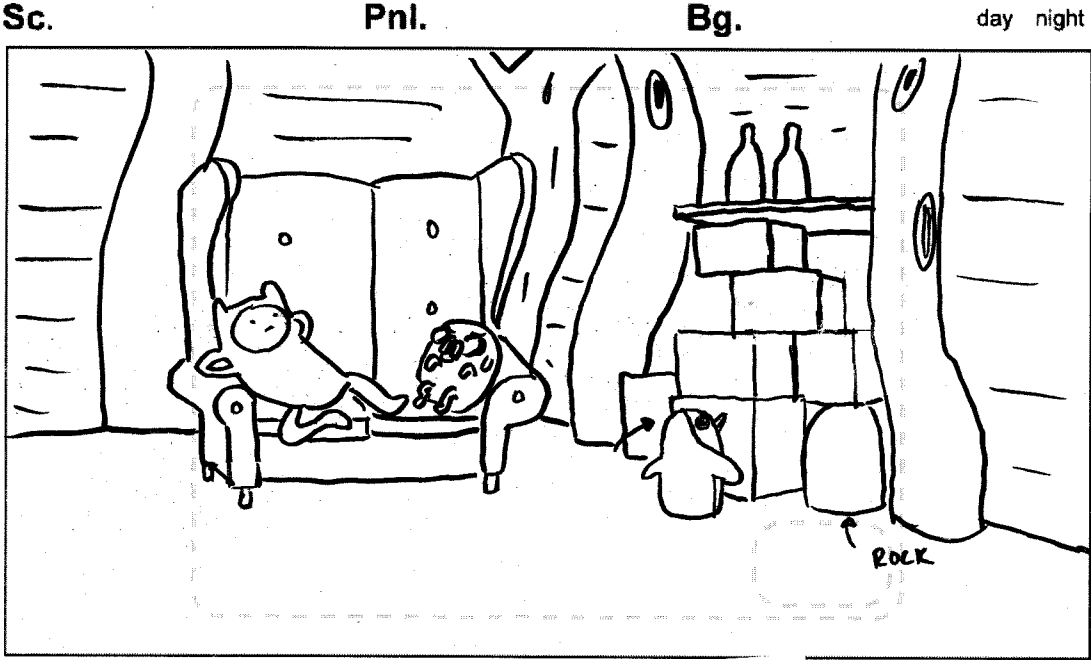
10809

EPISODE #

Production :

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ADVENTURE TIME



Dialog: (J) Don't ~~for~~ touch my lemons!

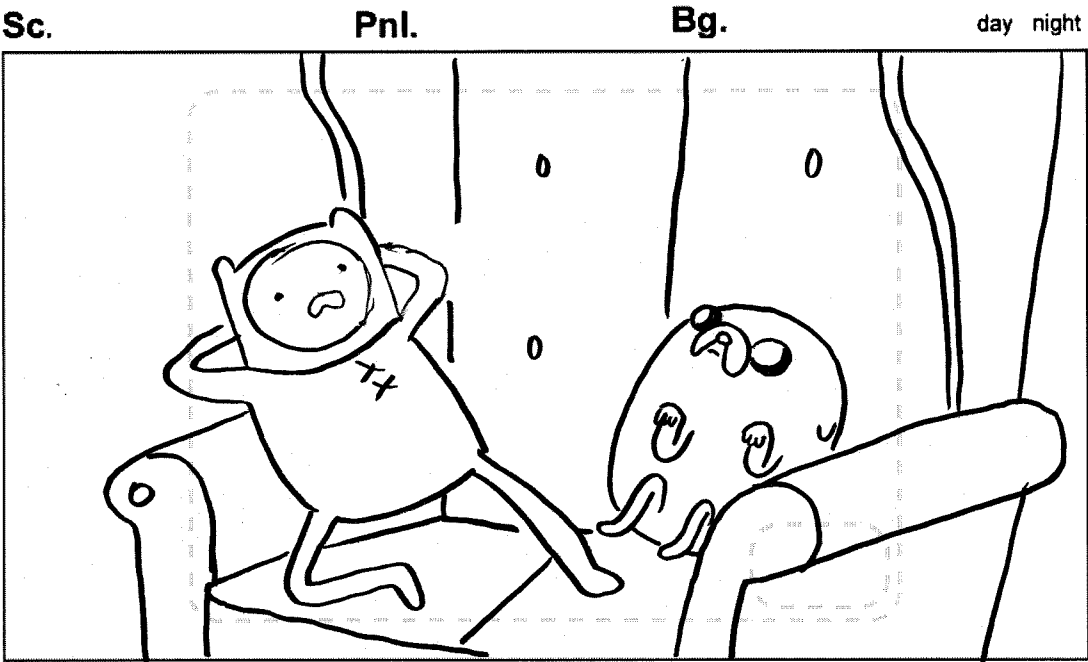
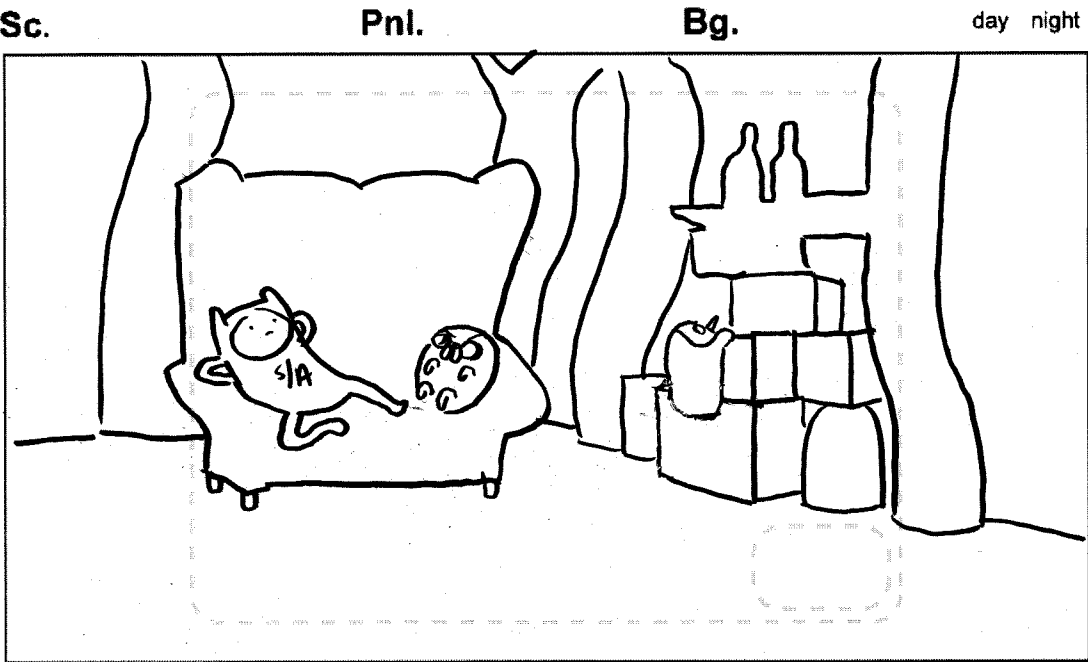
Action: (GUNTHER LOOKS AT BOTTLES) (GUNTHER) ANTICS DOWN

Timing:

EPISODE # 000000

Production :

ADVENTURE TIME



Dialog:	⑤ ICE KING!!	F: Take look!
Action:	① GUNTHER JUMPS UP AND GRABS BOX, ② PULLS RIGHT SIDE UP	
Timing:		

EPISODE # 100860

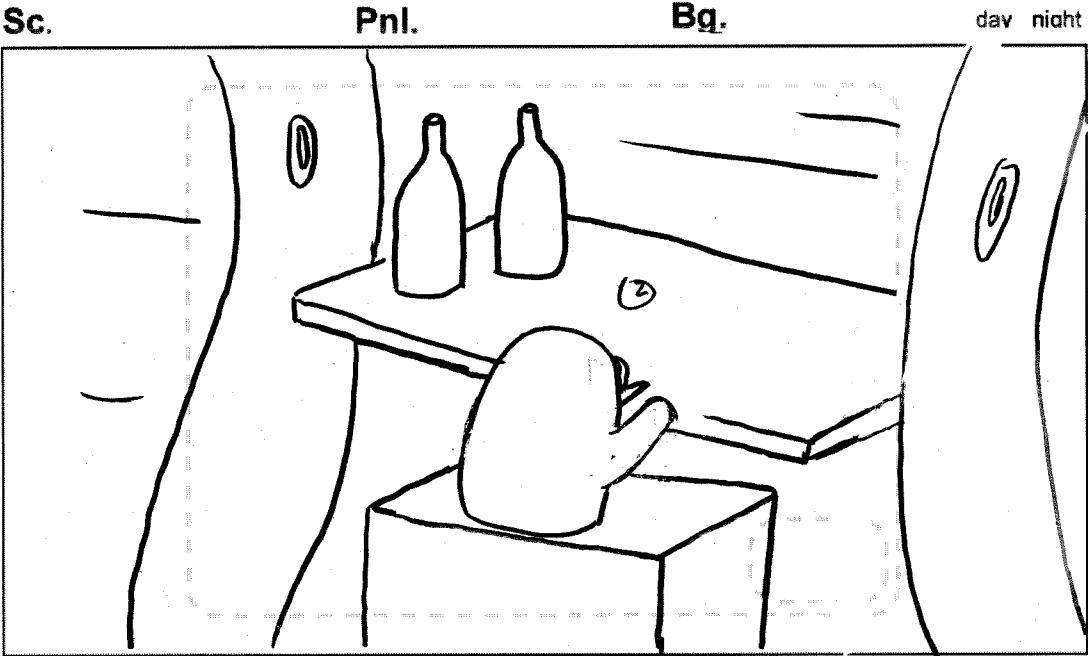
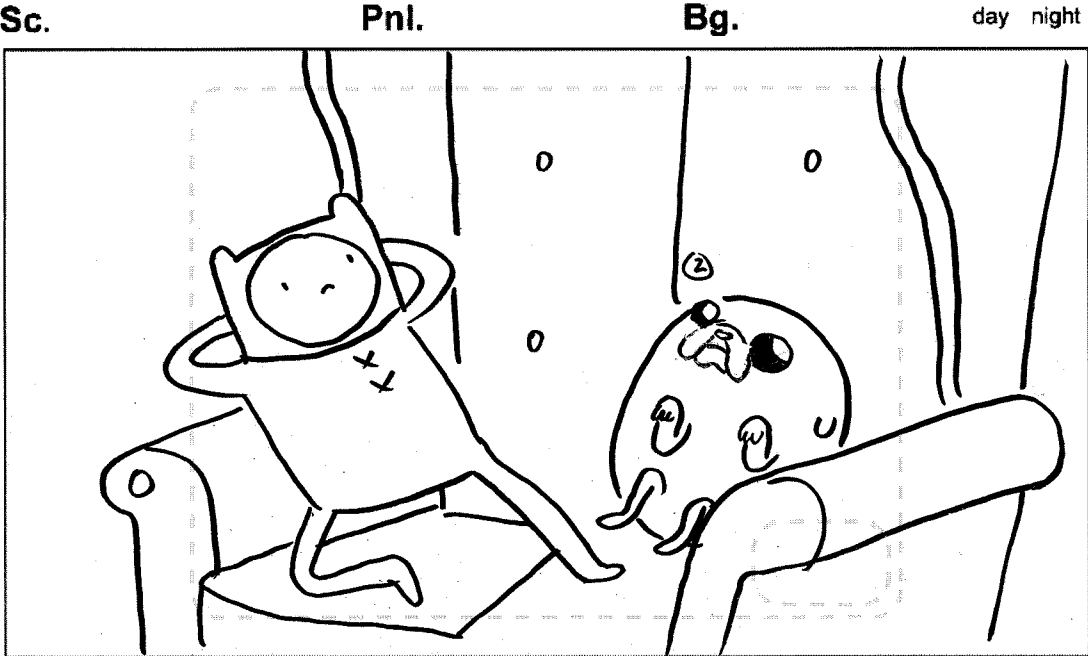
Production :

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ADVENTURE TIME



Page 62



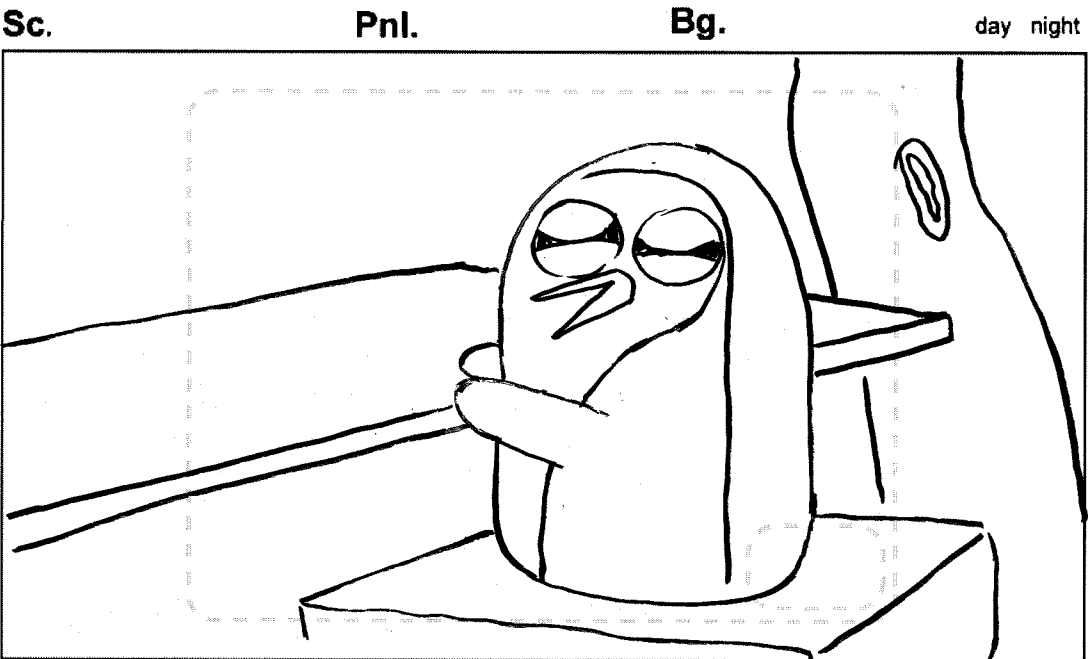
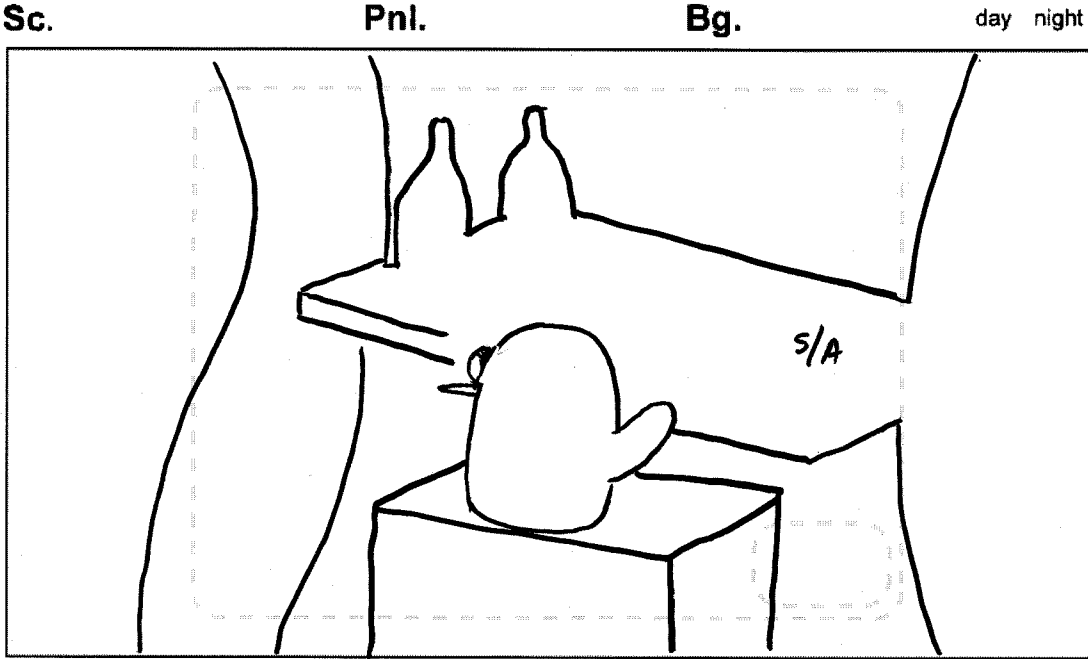
Dialog:	J: GASP Gunter!	FINN AND JAKE: (WALLA) NO GUNTER! NO!!!
Action:	① ① EYES LOOK TO GUNTER ② THEN JAKE GASPS.	GUNTER PUTS HANDS ON SHELF.
Timing:		

Production :

EPISODE #

100860

ADVENTURE TIME



Dialog:	6: WENK.
Action:	GUNTER TURNS HIS HEAD AND LOOKS AT FINN AND JAILE.
Timing:	

100860

EPISODE #

Production :

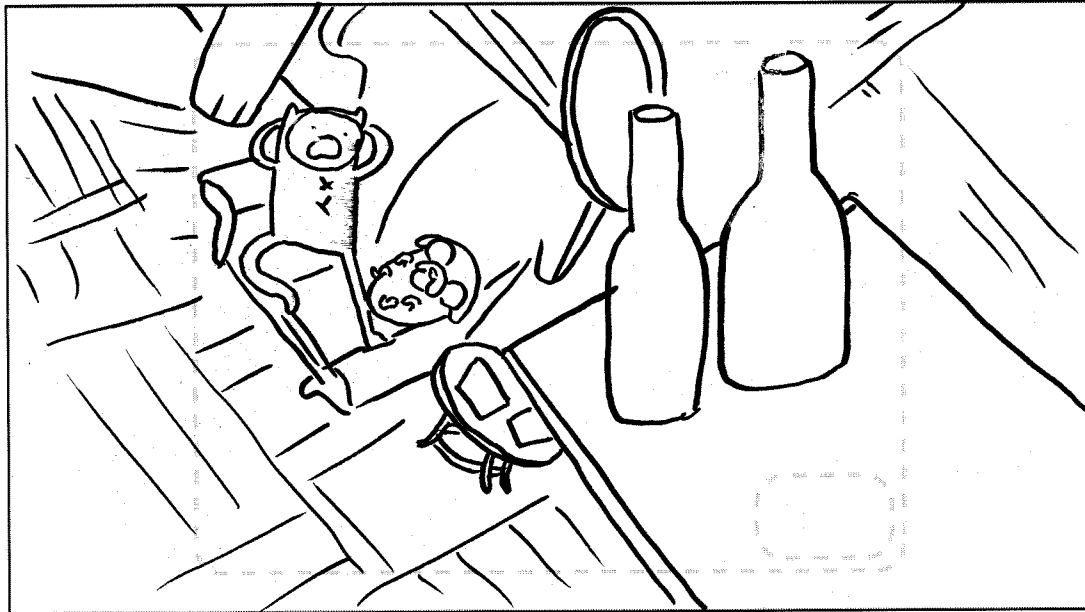
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ADVENTURE TIME

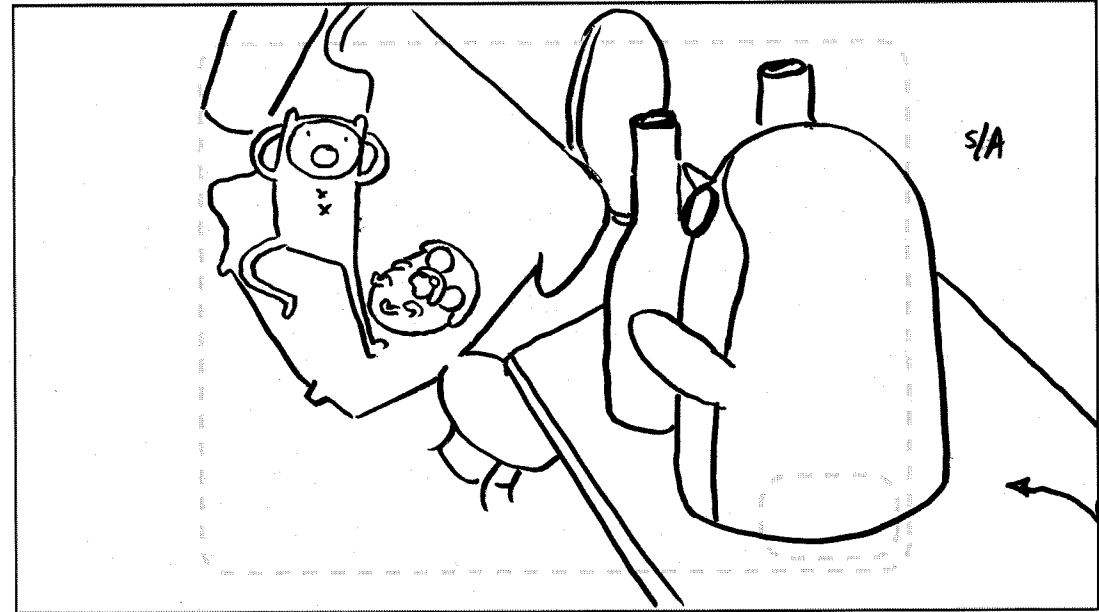


Page 64

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

F+J: (WALLA)

NO GUNTER
NO!

Action:

* GUNTER WALKS INTO
SHOT OVER TO
BOTTLES.

Timing:

EPISODE #

100860

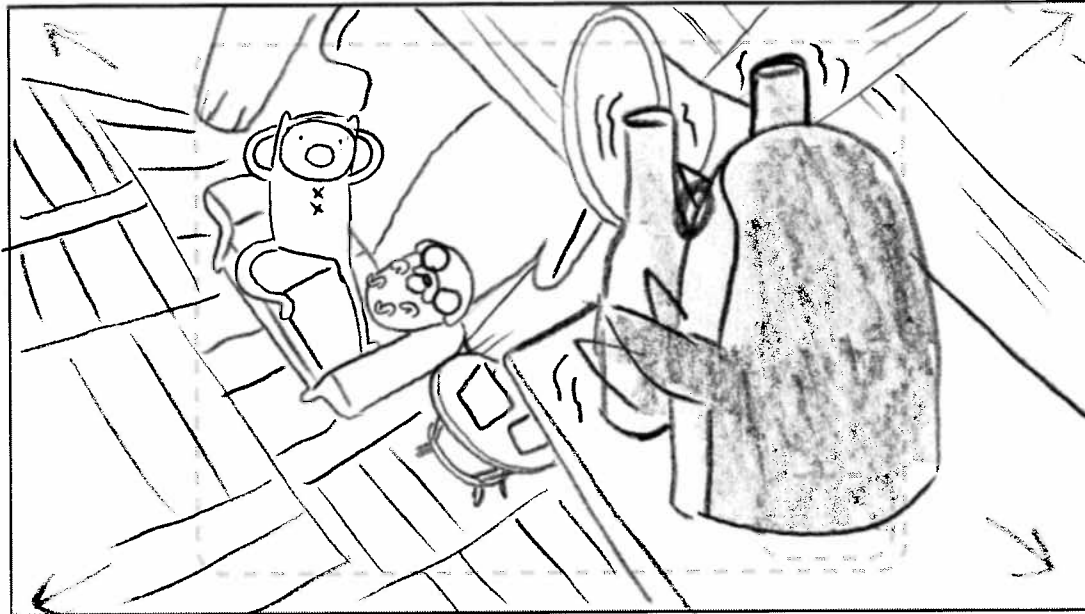
Production :

ADVENTURE TIME

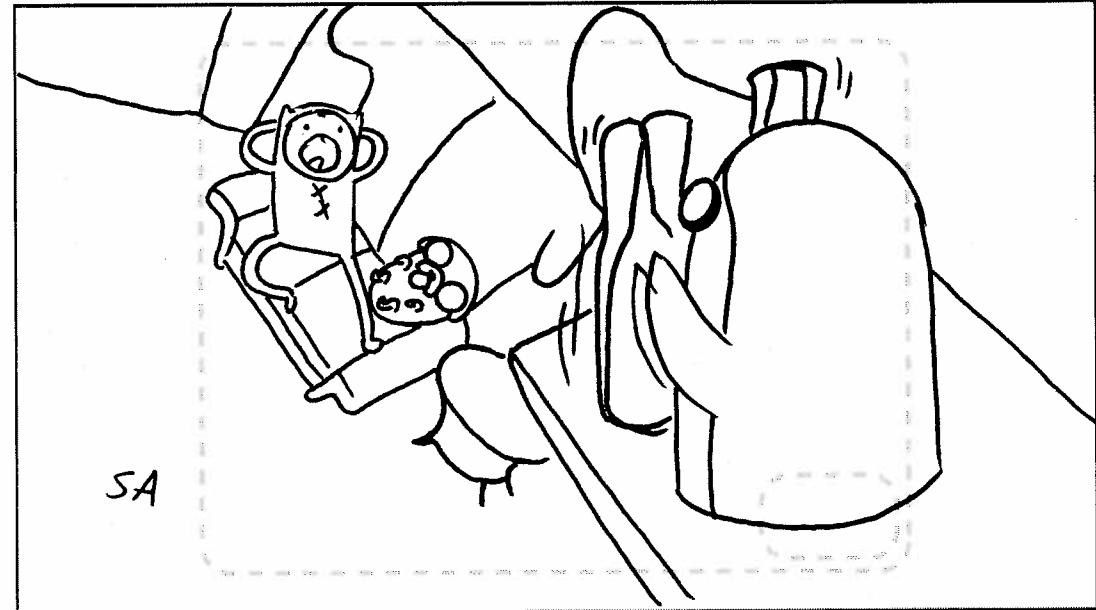


Page 65

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

SFX* bottles clinking*

F+J: Aahhhh!!!!

Action:

(Gunter swatting bottles)

Timing:

~

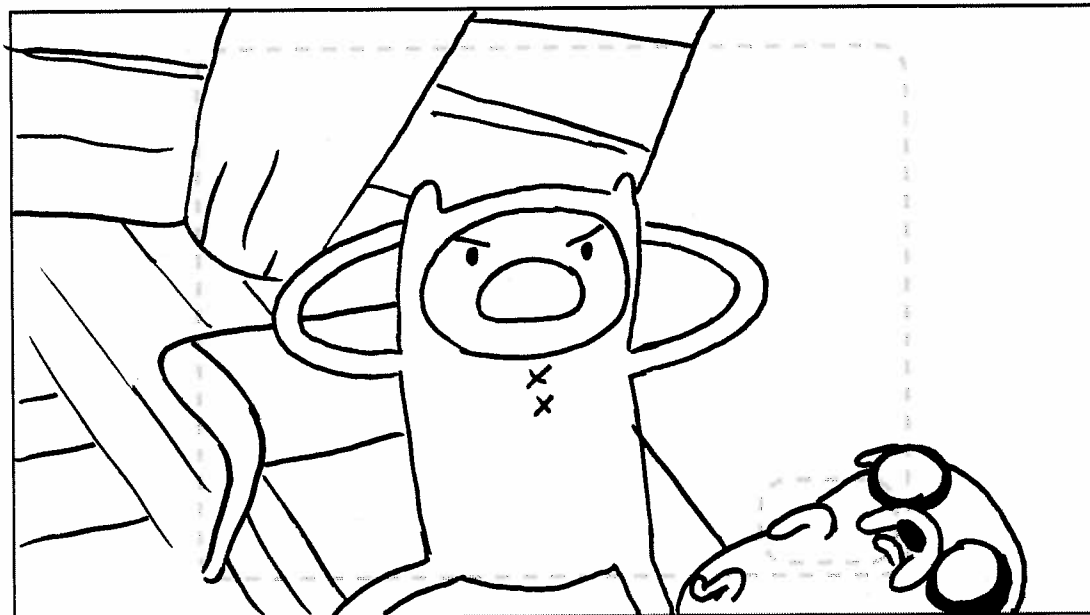
EPISODE # 100860

Production :

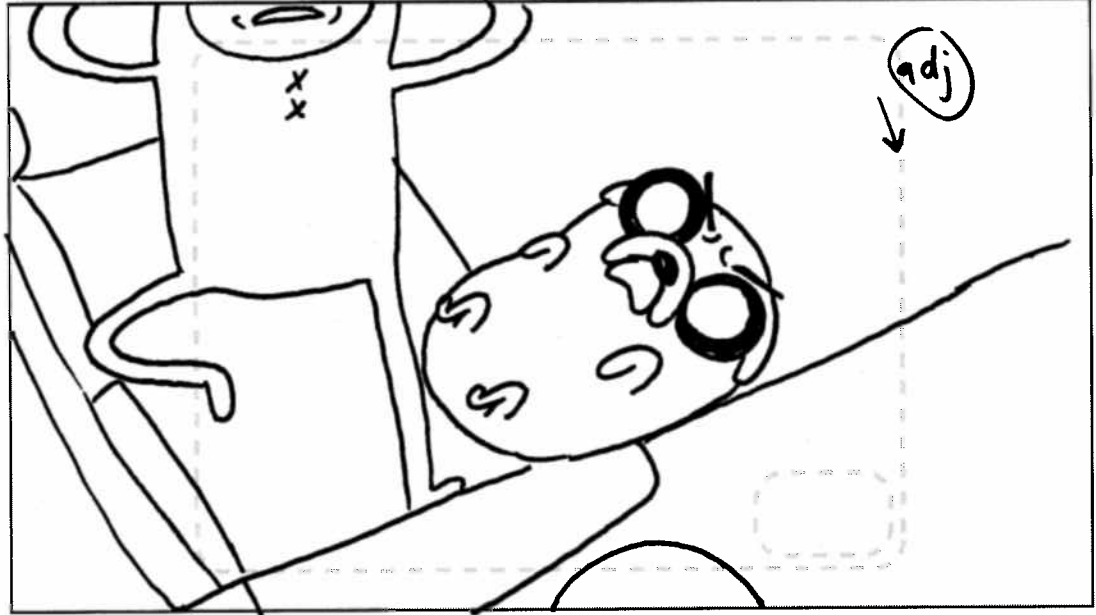
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	F: Gunter! stop! <u>stop!</u>	J: Bad Penguin! Yov stop it. <u>Now!</u>
Action:		
Timing:		

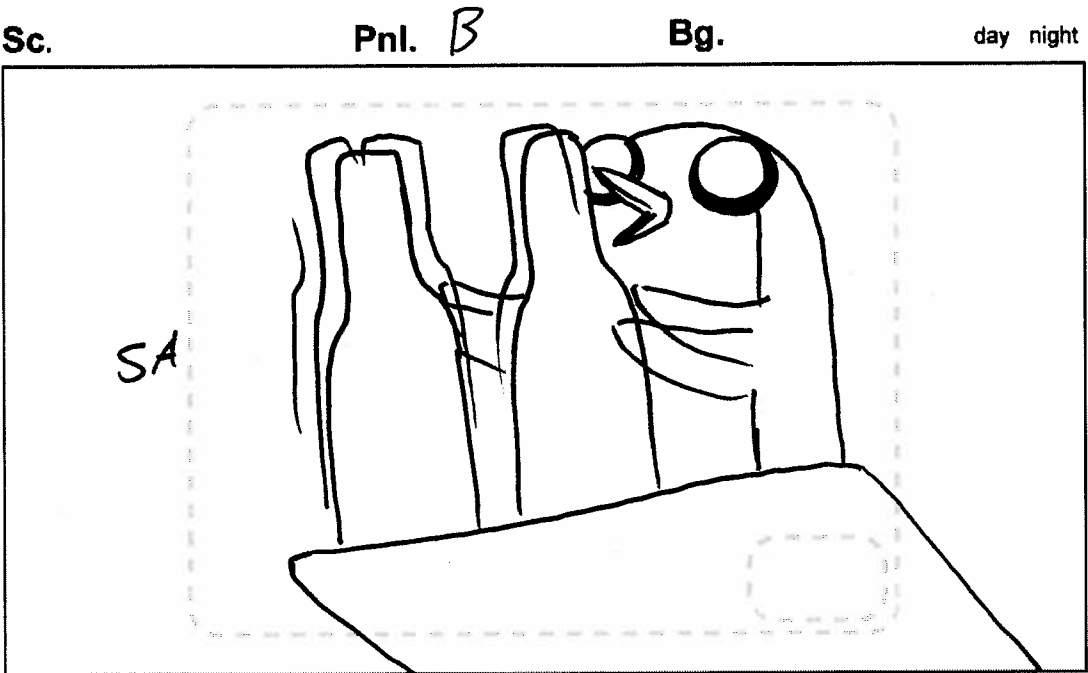
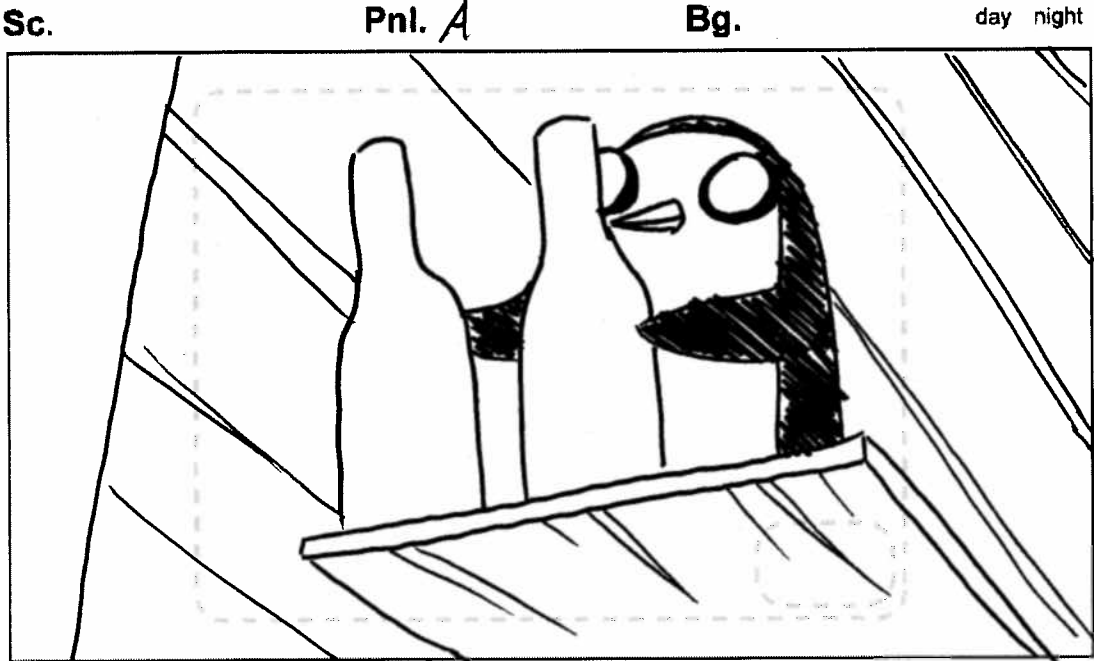
EPISODE # 100860
Production :

ADVENTURE TIME



(No pg 68)

Page 67



Dialog:	
Action:	(Gunter pauses) (continues to swat) (moving bottles closer to the edge)
Timing:	

100860

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	
	J. AH! NTP
Action:	
Timing:	

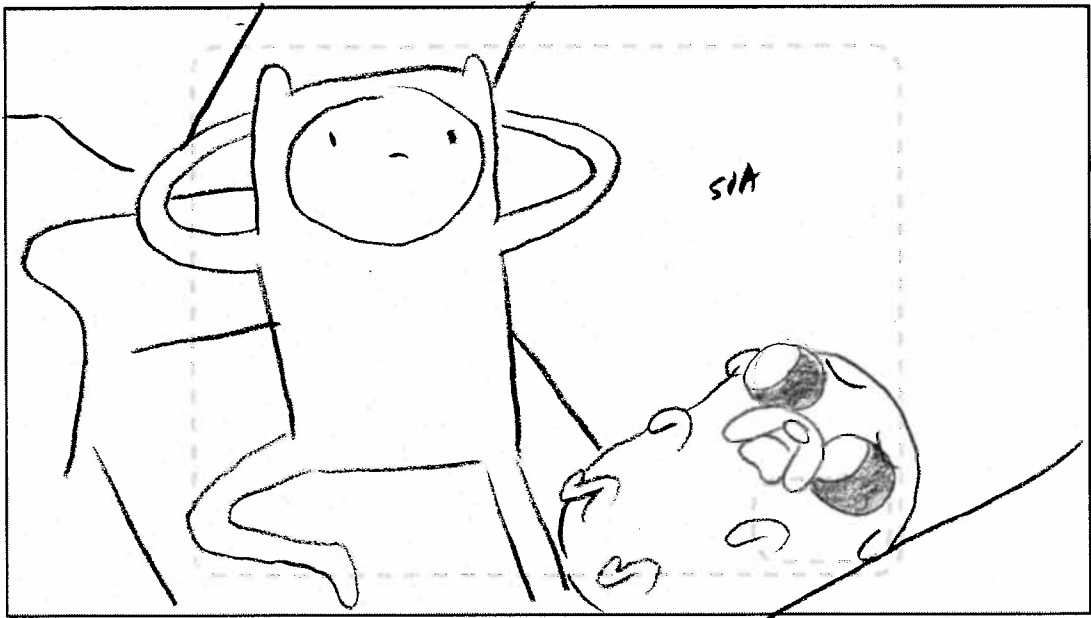
EPISODE # 142880

Production :

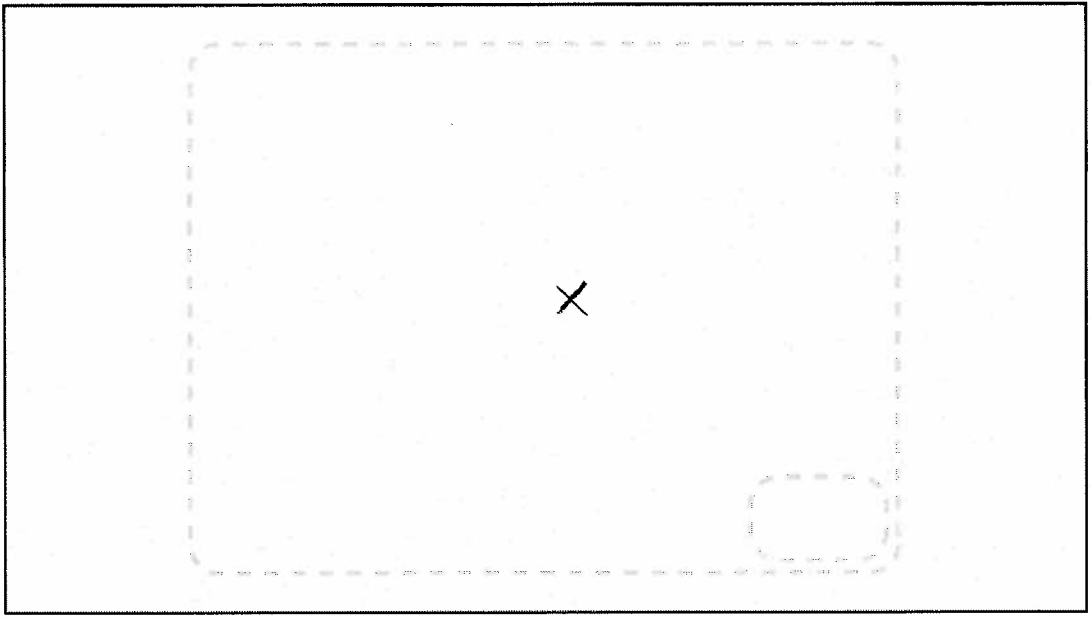
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: J- WHAT ARE WE GONNA DO?

Action:

Timing:

100860

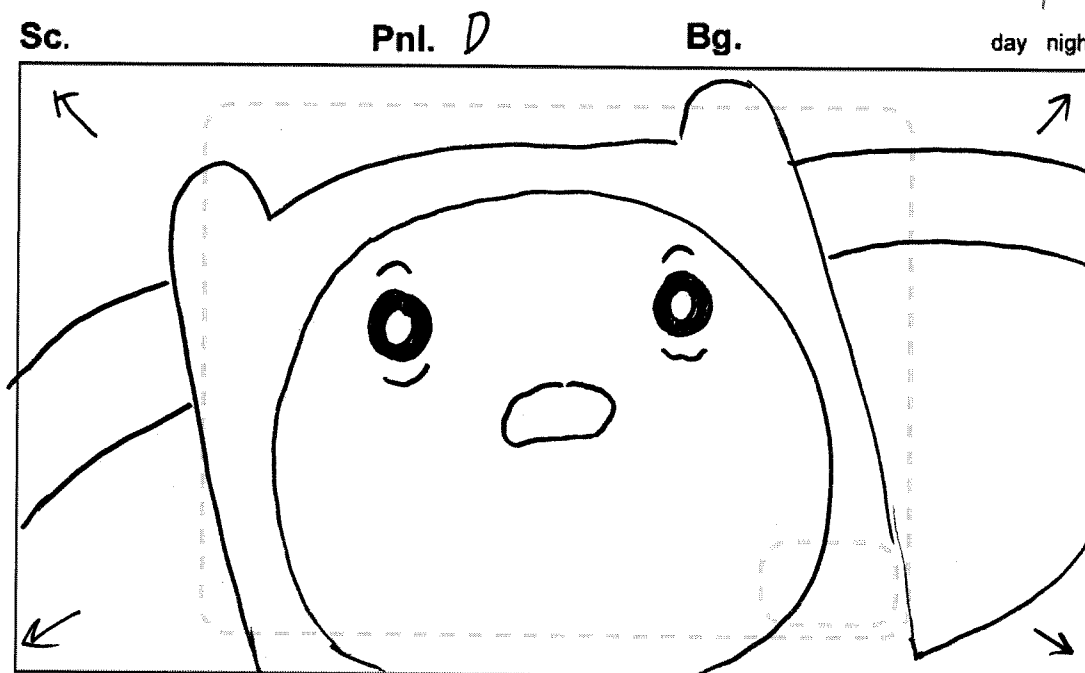
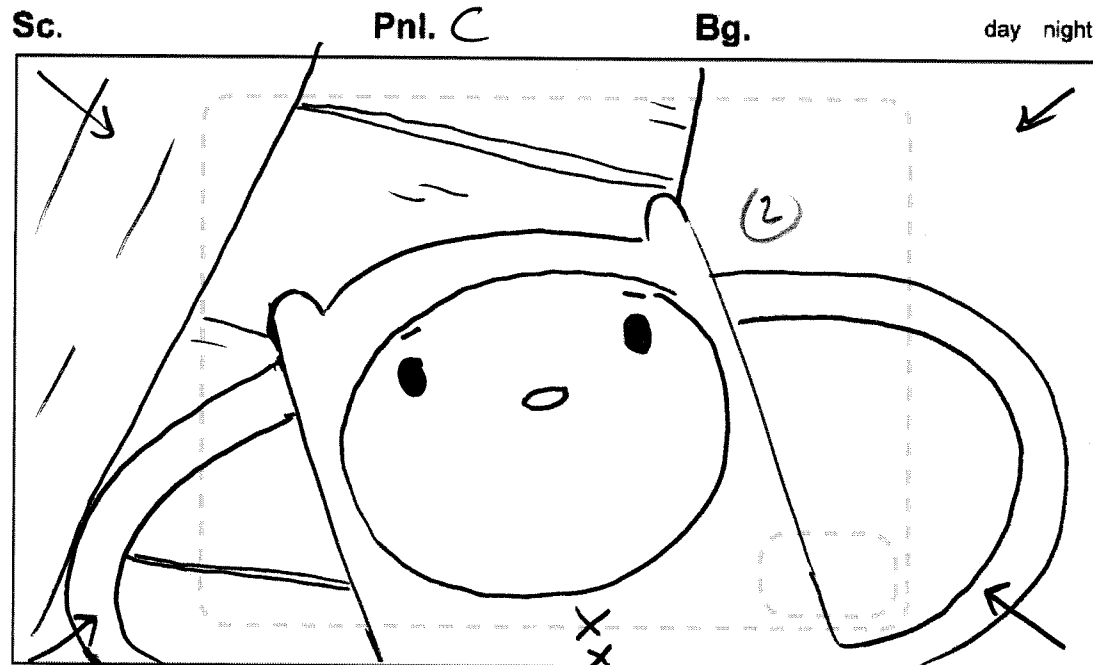
EPISODE #

Production :

ADVENTURE TIME



Page 71



Dialog:	(inner thought) When someone loses one sense, their other senses are enhanced ... *like a blind man who can
Action:	(Remembering) ① smell and hear really well
Timing:	

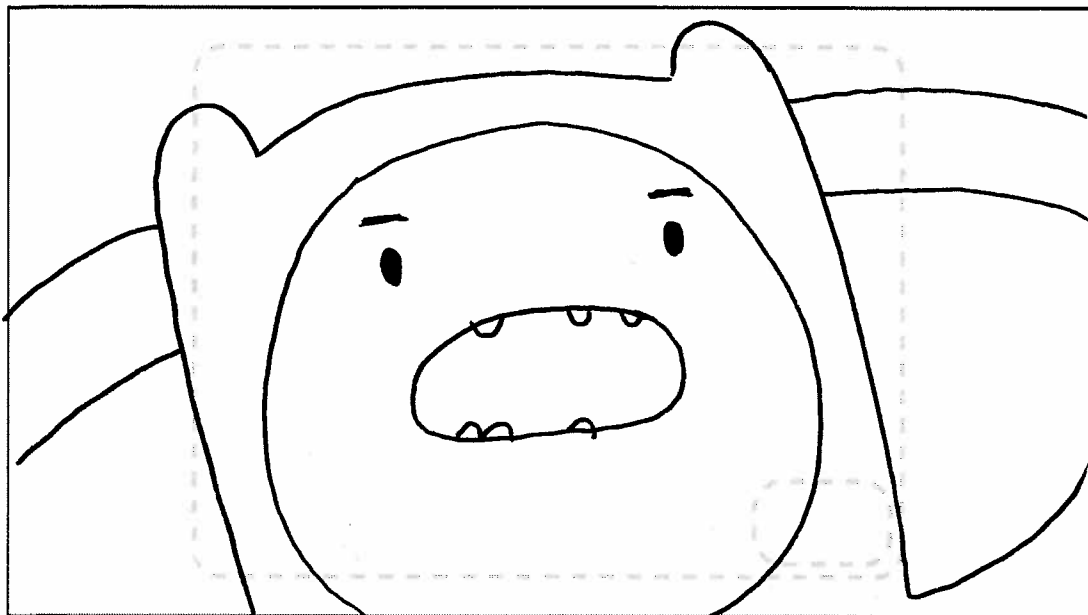
EPISODE # 100860
Production :

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ADVENTURE TIME



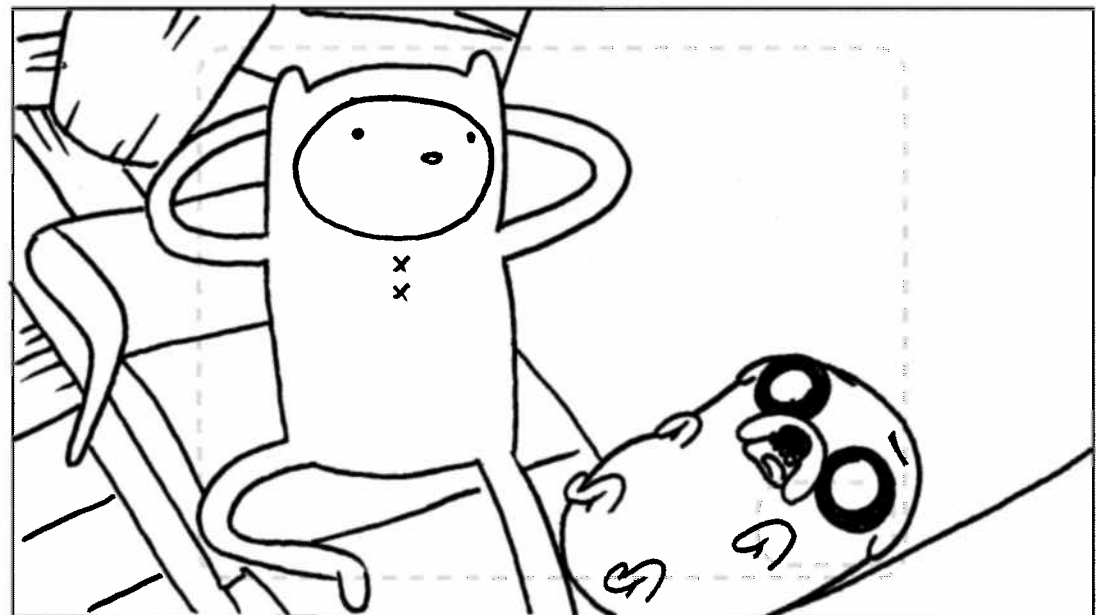
Sc. Pnl. E Bg. day night



Diato
Ac
Timin

I'm gonna try using
my now enhanced brain
sense to contact an
astral beast who'll aid us.

Sc. Pnl. A Bg. day night



J: What?!!

EPISODE # 100860

Production :

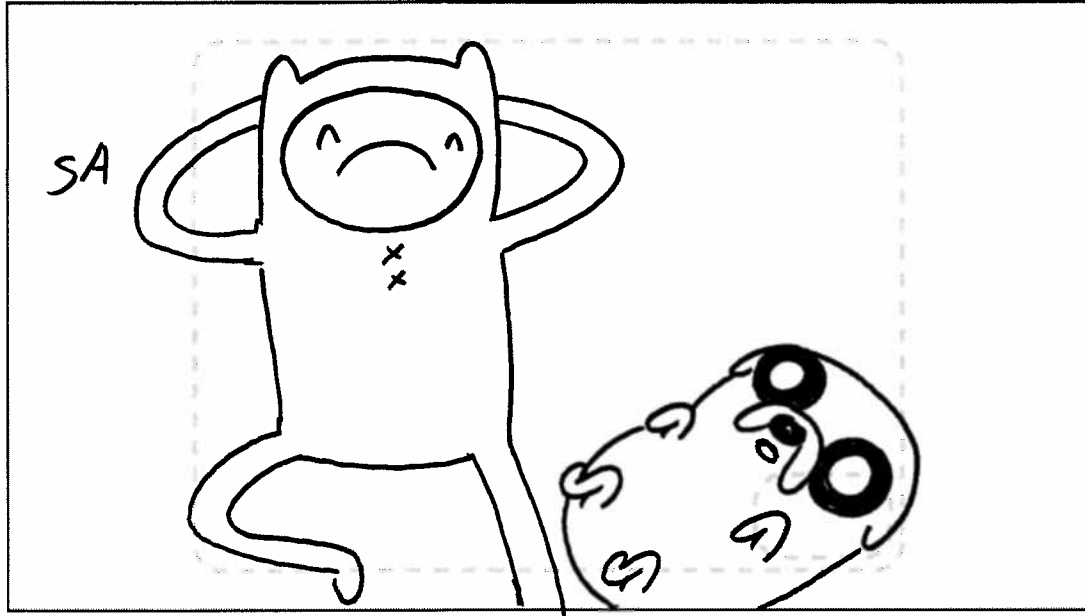
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ADVENTURE TIME



Page 73

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

Action:

(Finn closes eyes)

(enter his mind world)

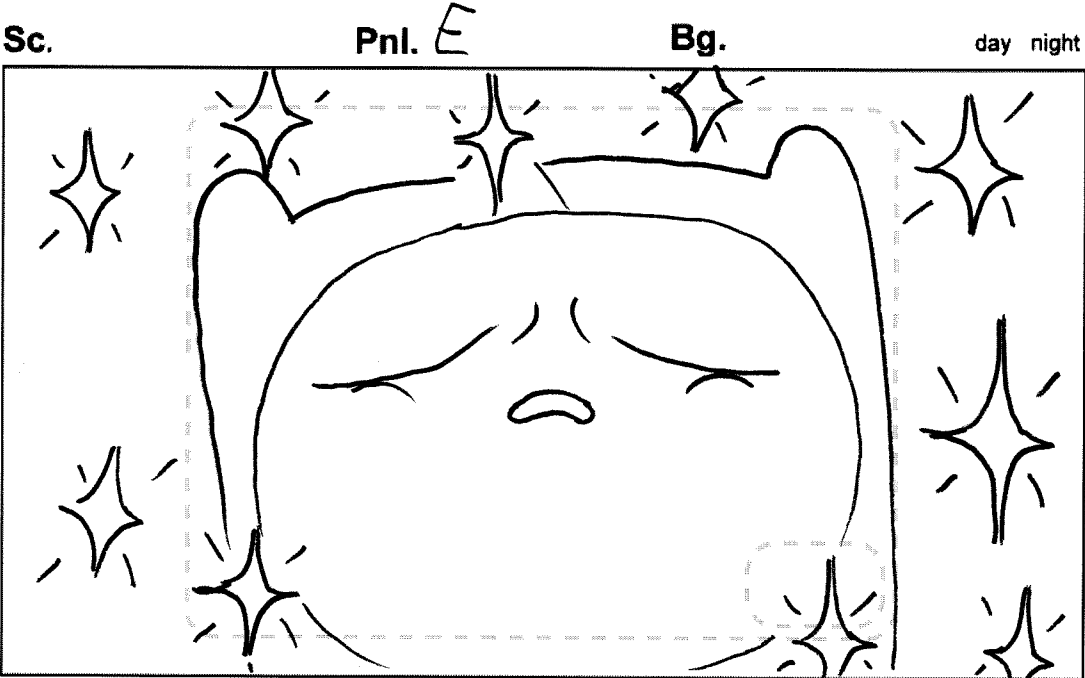
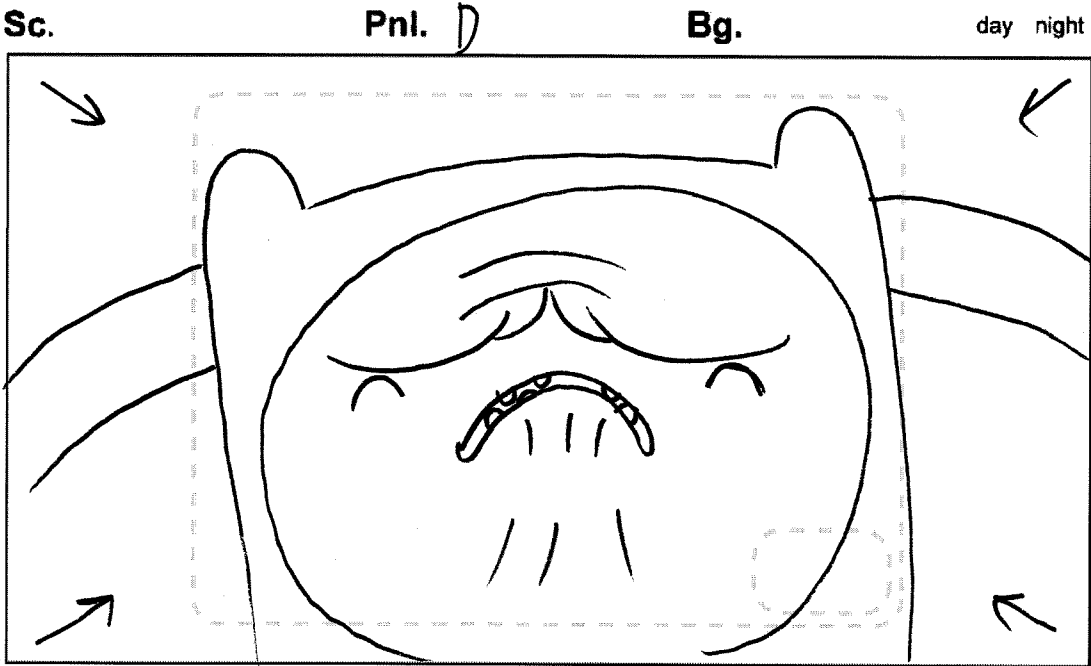
Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

Production :

EPISODE #

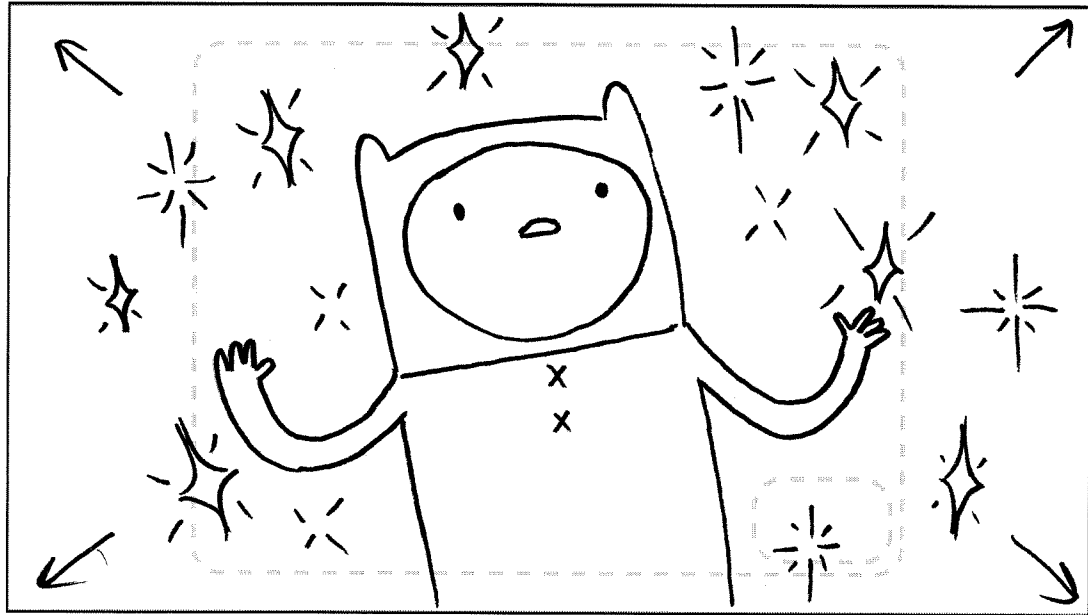
100860

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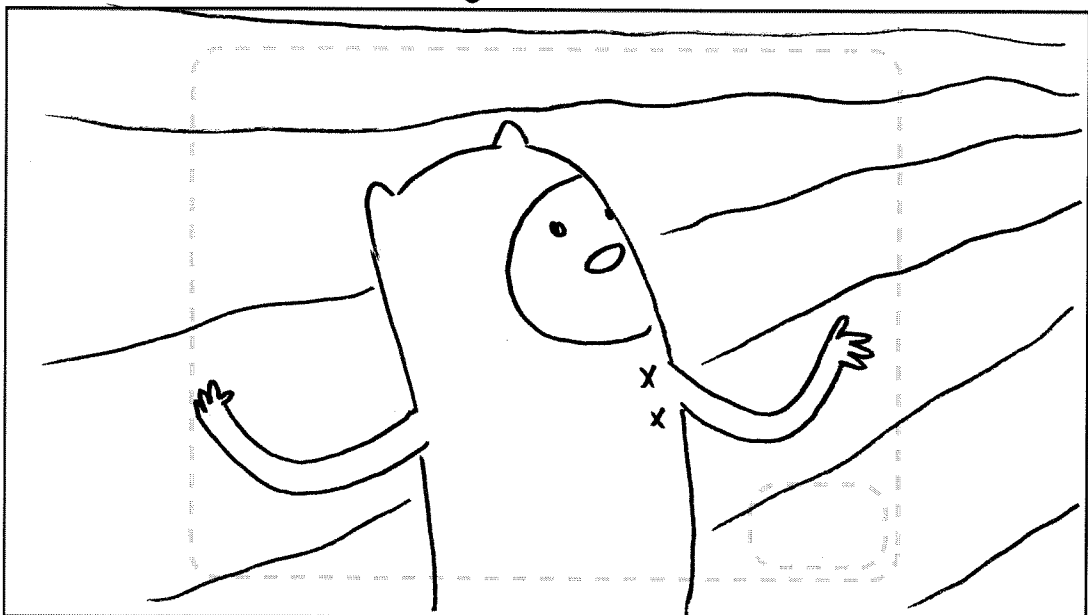
ADVENTURE TIME



Sc. Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



Dialog:
Action:
Timing:

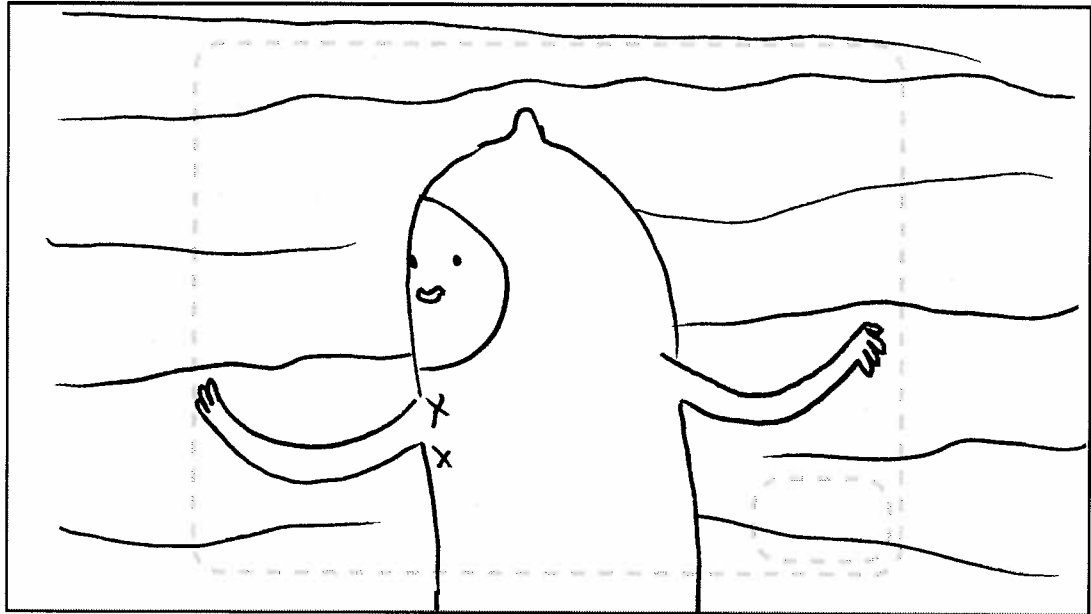
EPISODE # 100860
Production :

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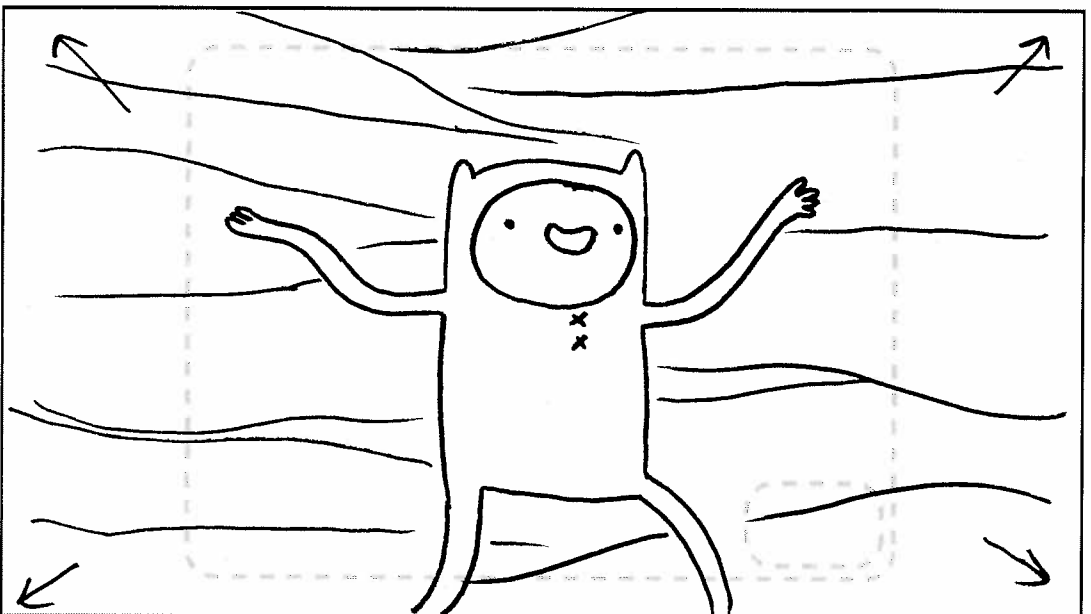
ADVENTURE TIME



Sc. Pnl. H Bg. day night



Sc. Pnl. I Bg. day night



Dialog:	(F) weee!! hah!! weeee!!
Action:	
Timing:	

EPISODE # 100860

Production :

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ADVENTURE TIME



Sc. Pnl. J Bg. day night

Sc. Pnl. K Bg. day night

Dialog:
Action:
Timing:

102860

EPISODE #

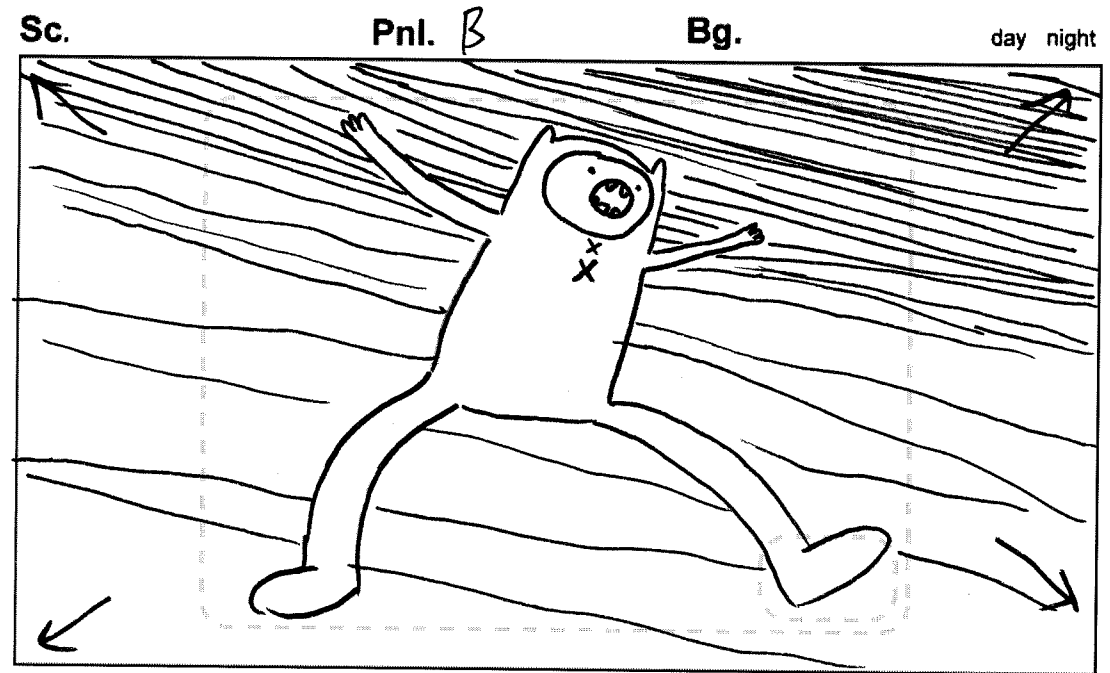
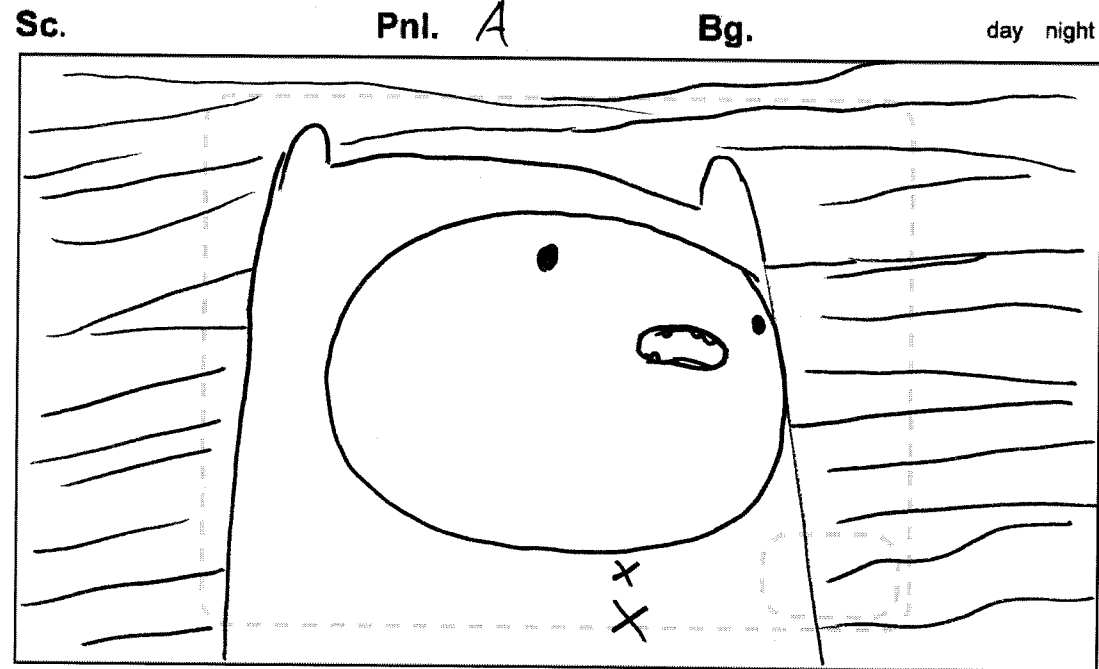
Production :

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ADVENTURE TIME



Page 78



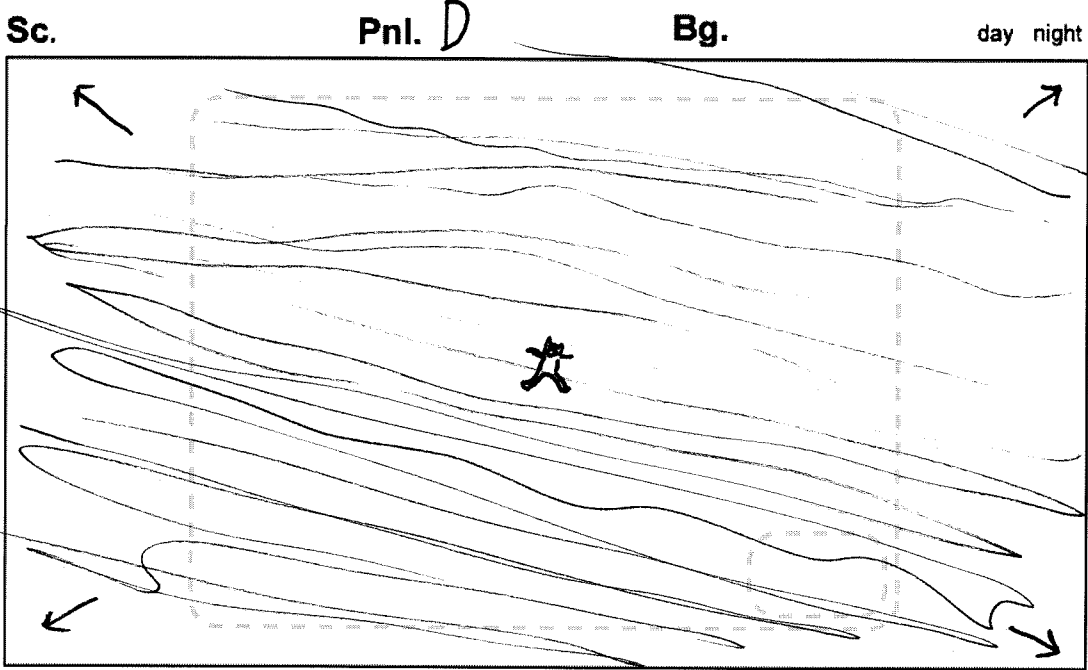
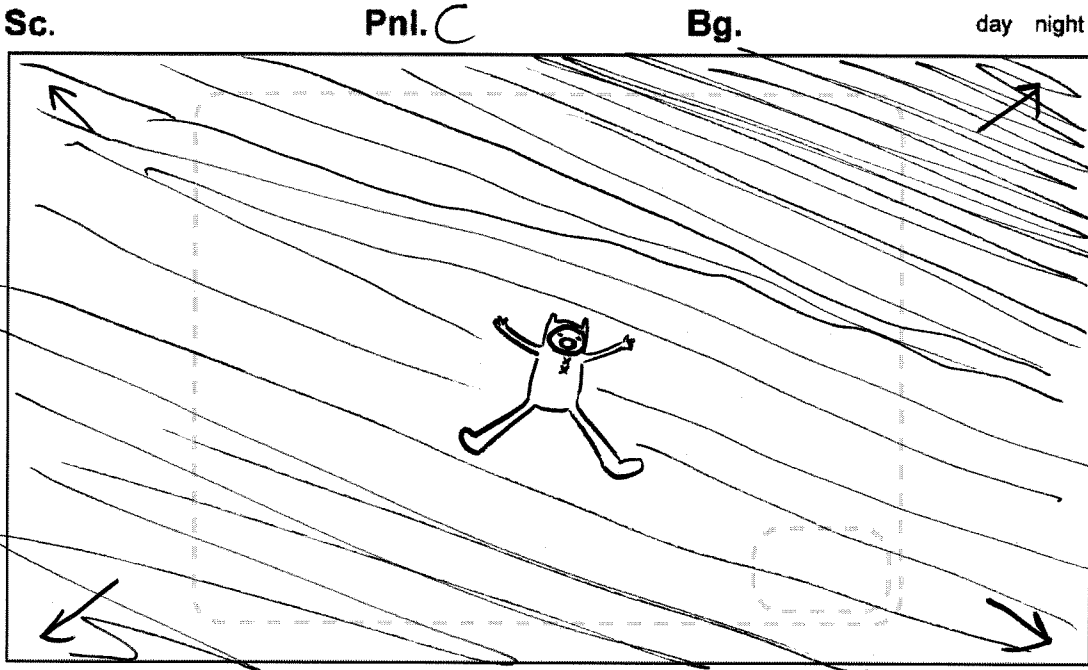
Dialog:	ASTRAL BEAST! ...	Come to me!!
Action:		
Timing:		

EPISODE #
100860

Production :

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ADVENTURE TIME



Dialog:	(echo) to me - - - to me - - -
Action:	(silence)
Timing:	

100860

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
(F:) (in trance) Come to me.. come to me.. astral beast...
Action:
Timing:

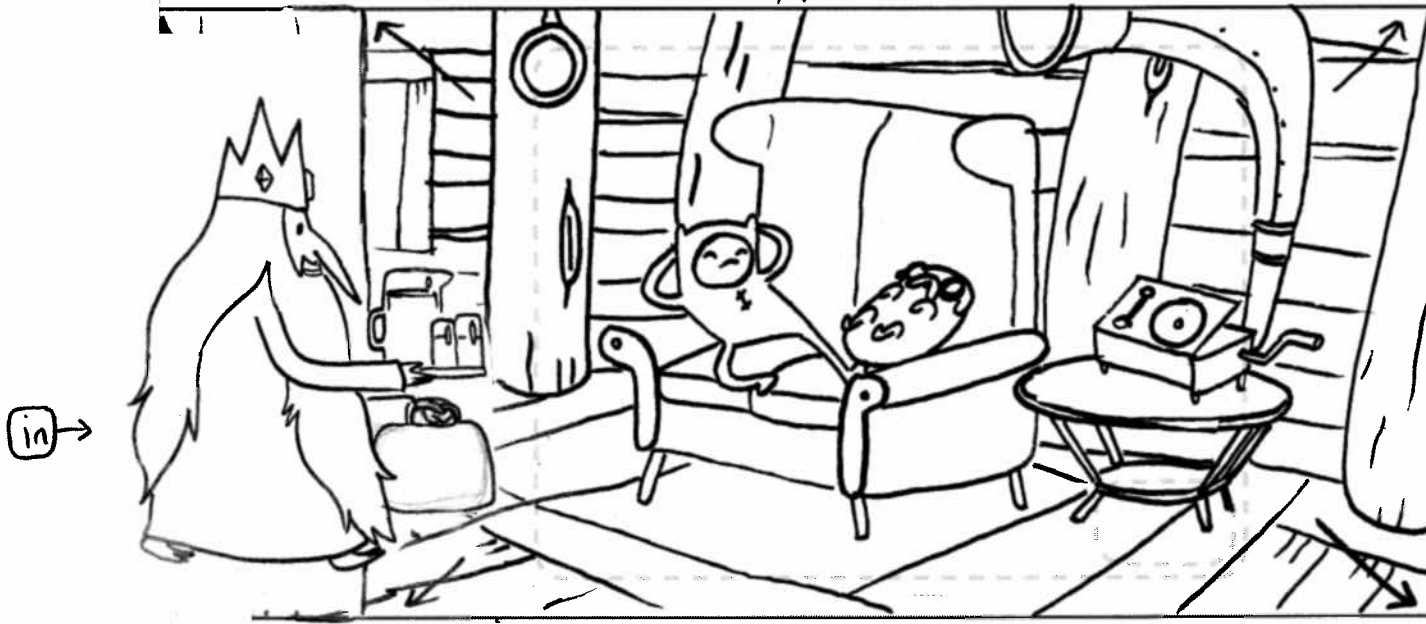
EPISODE # 100860
Production :

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ADVENTURE TIME



Sc. Pnl. B Bg. day night Sc. Pnl. A Bg. day night



Dialog:	end ← pan ← pan ← start here
	Ik: I've got lemonade!
Action:	IK ENTERS SHOT holding lemonade and a bag
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



Sc.

Pnl. C

Bg.

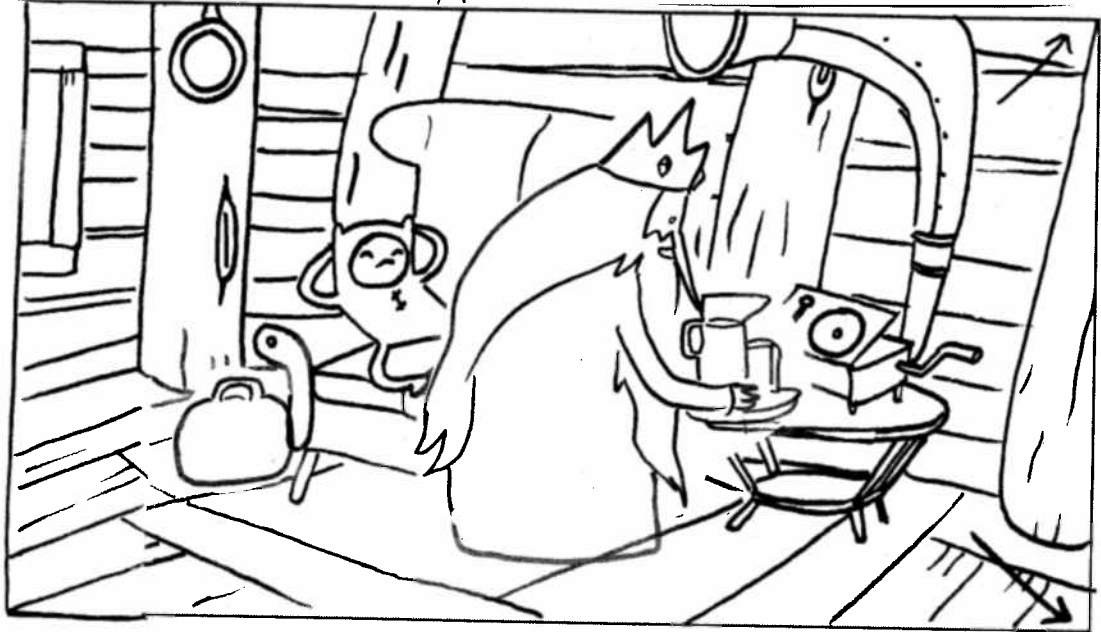
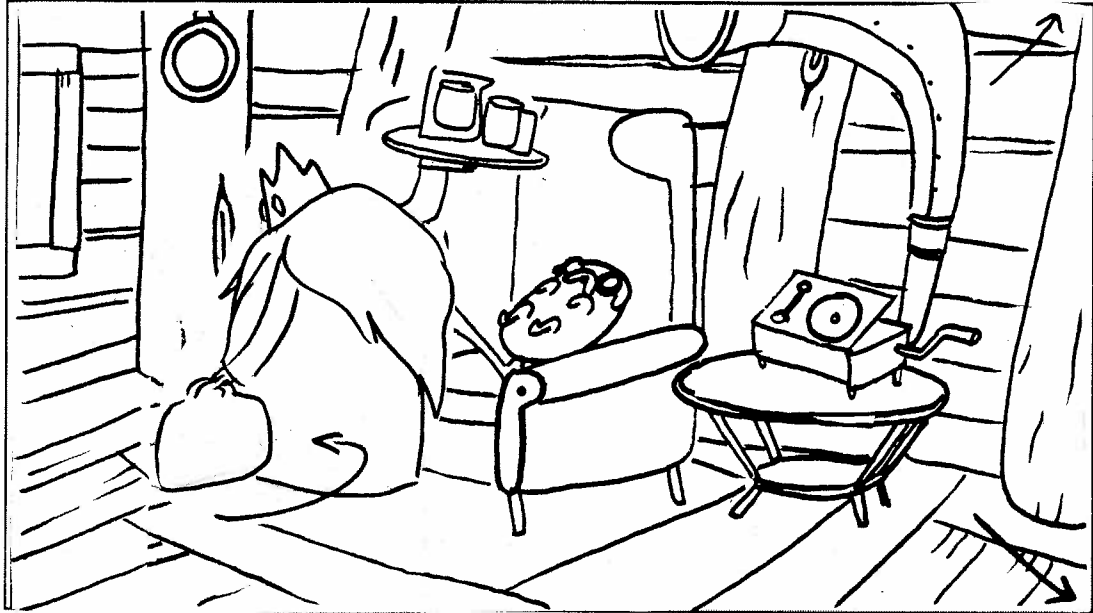
day night

Sc.

Pnl. D

Bg.

day night



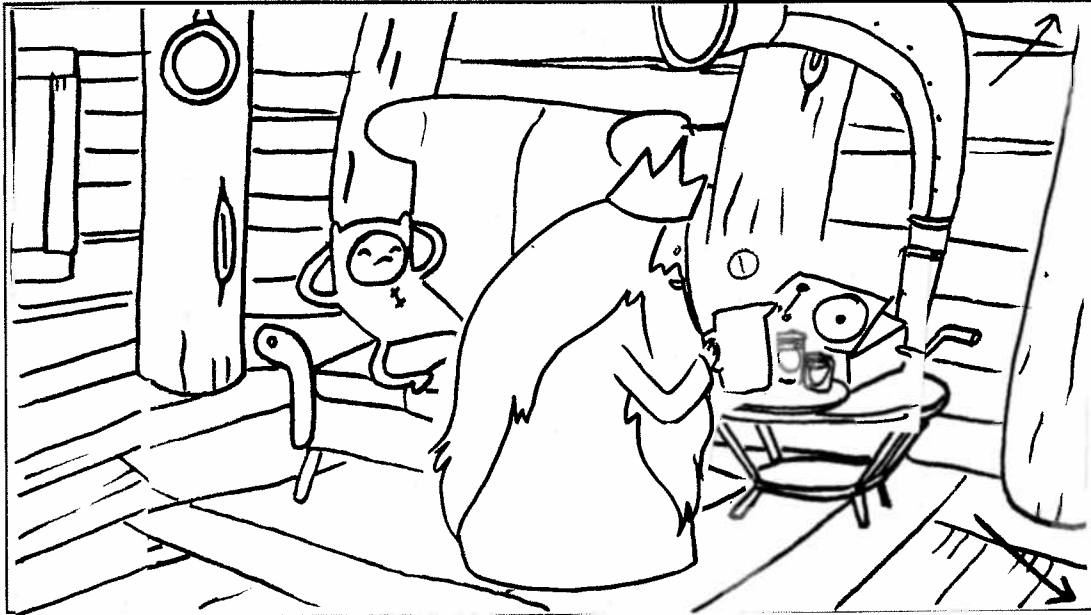
Dialog:	
Action:	Ik places bag by sofa
Timing:	Ik places tray onto side table

ADVENTURE TIME



Page 84

Sc. Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

IK takes pitcher of lemonade and turns around



you
(IK) want some?
Jake?

IK walks over in front of paralyzed Finn + Jake

EPISODE #

100380

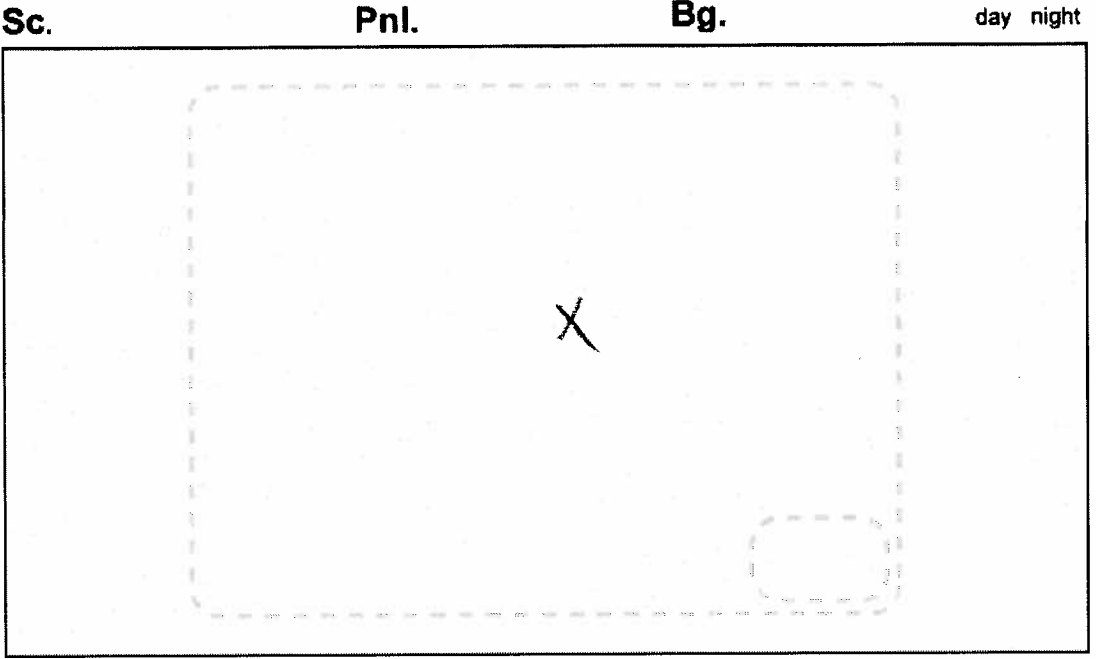
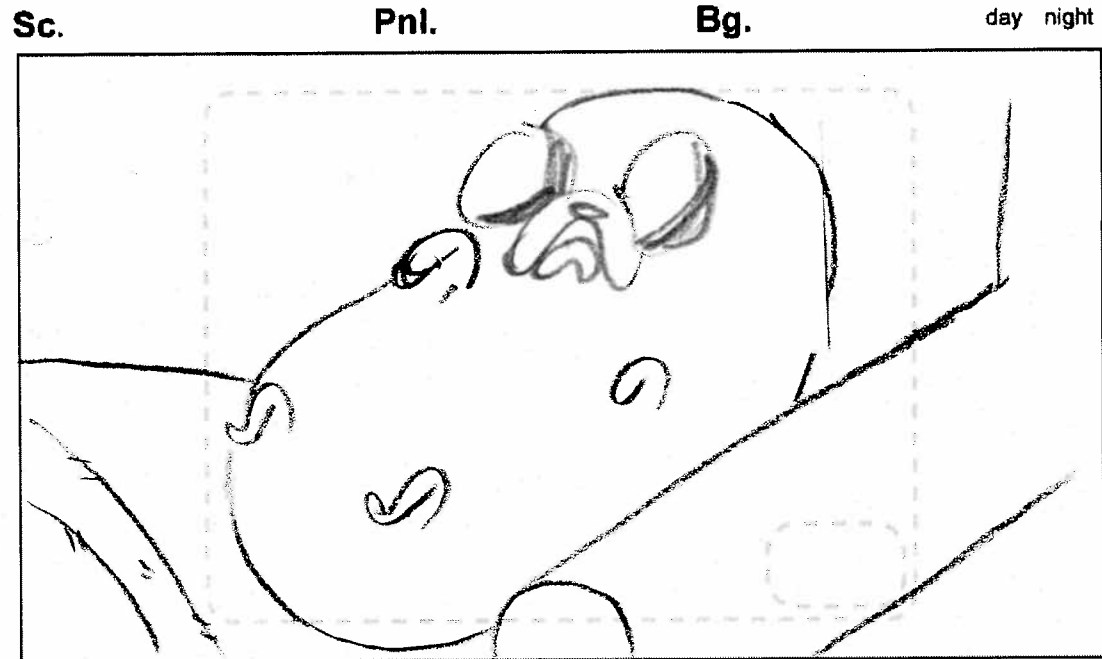
Production :

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ADVENTURE TIME



Page 85



Dialog:	<p>① You Jerk! Stop gunter from knocking over those bottles!!</p>
Action:	
Timing:	

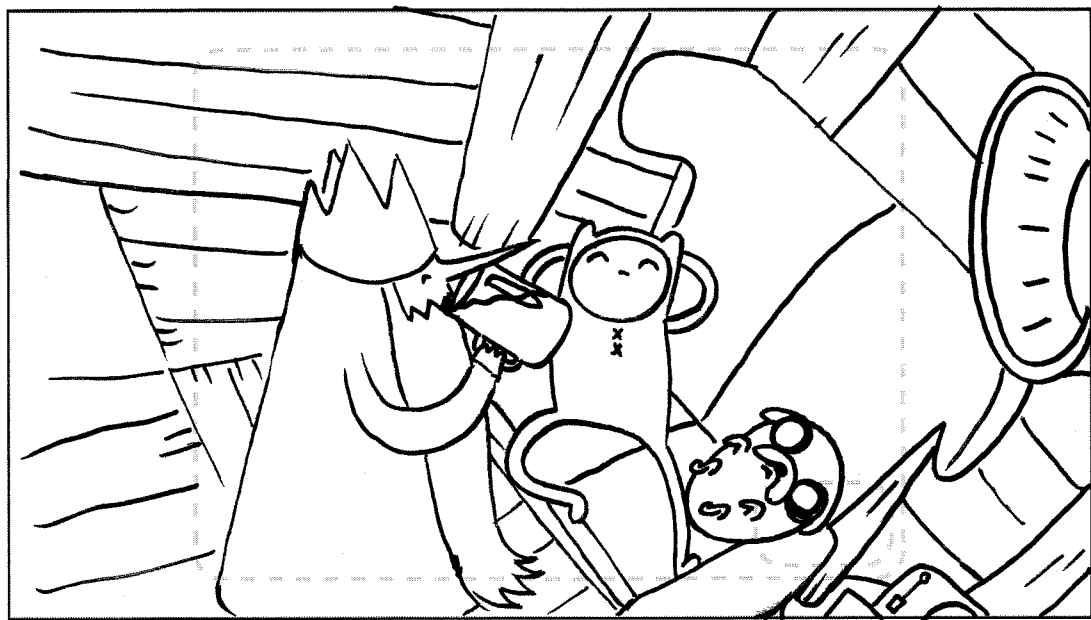
EPISODE # 100860

Production :

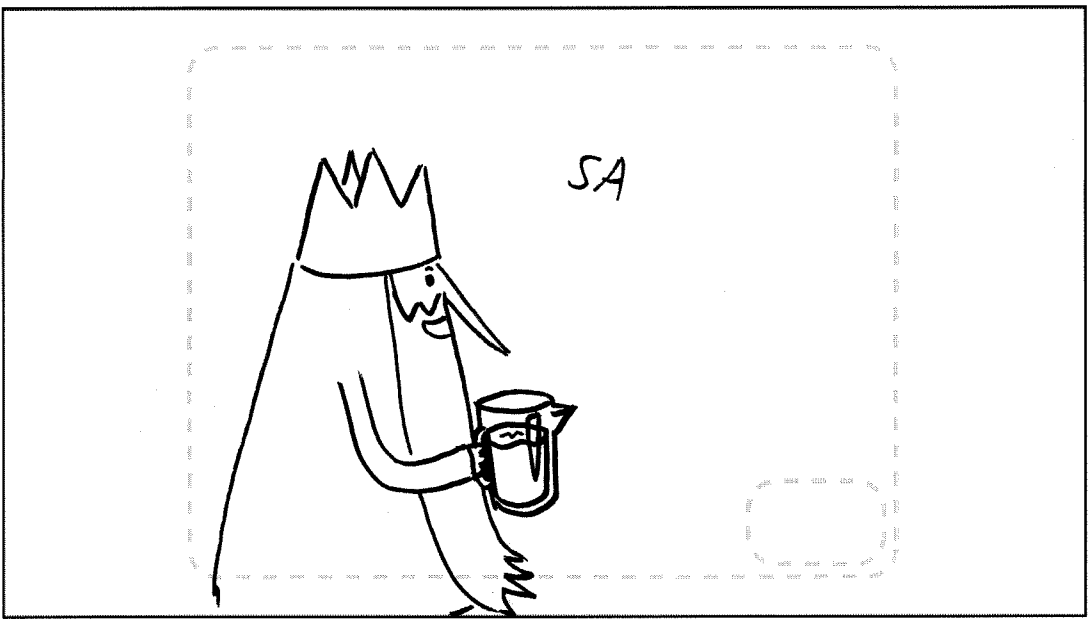
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	IK: *siiiiiiip*	IK: huh?
Action:	(IK drinks from pitcher)	(bottle noises)
Timing:		

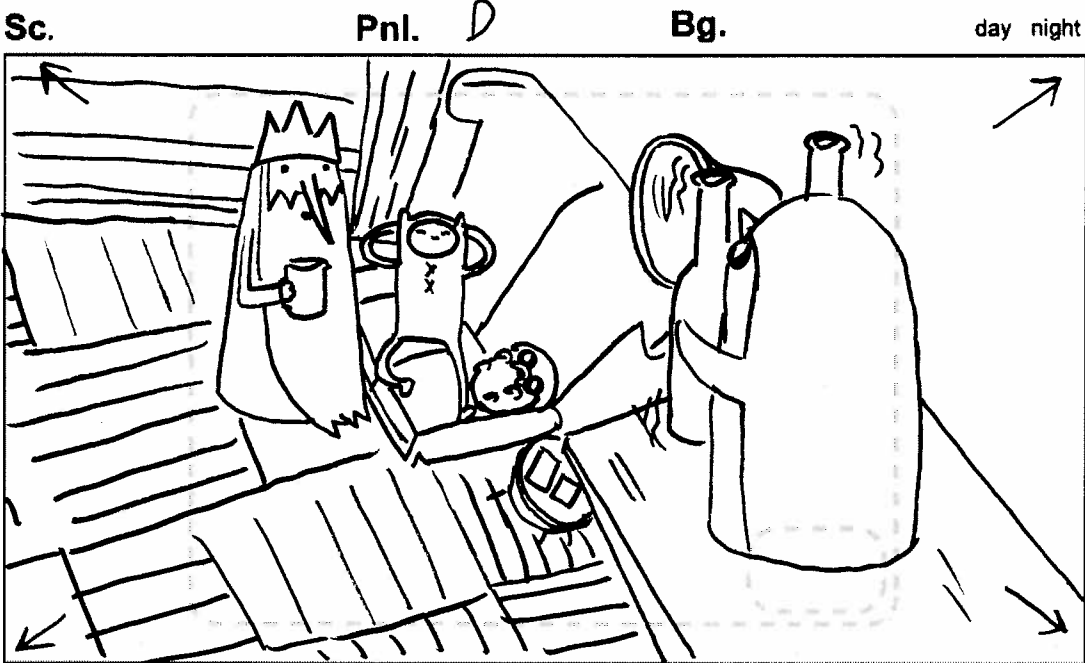
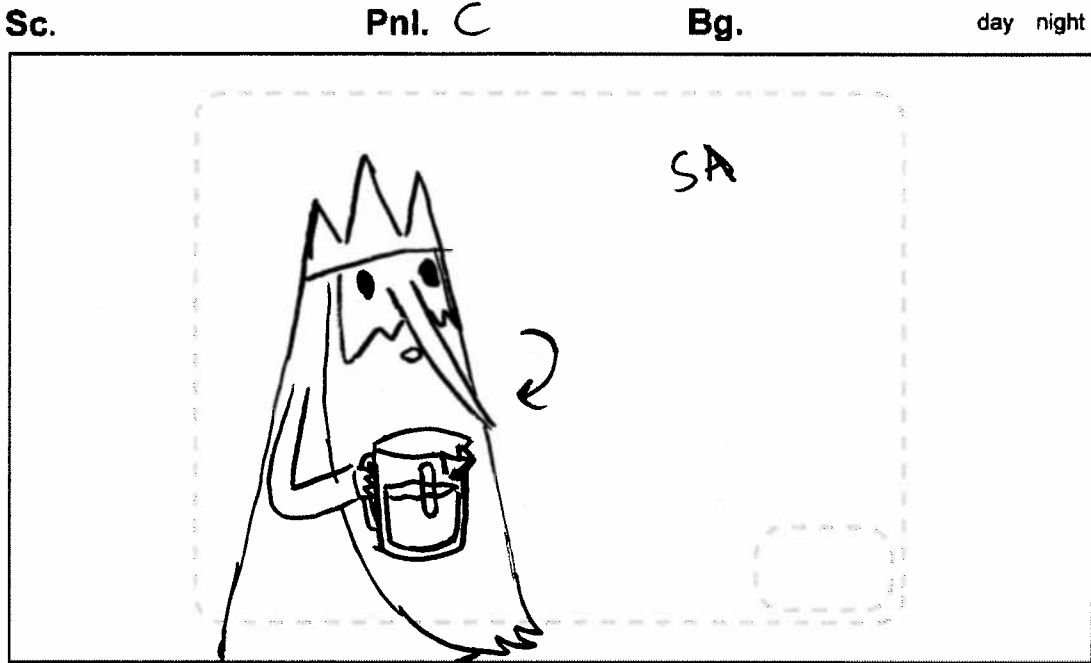
Production :

EPISODE #

100860

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ADVENTURE TIME



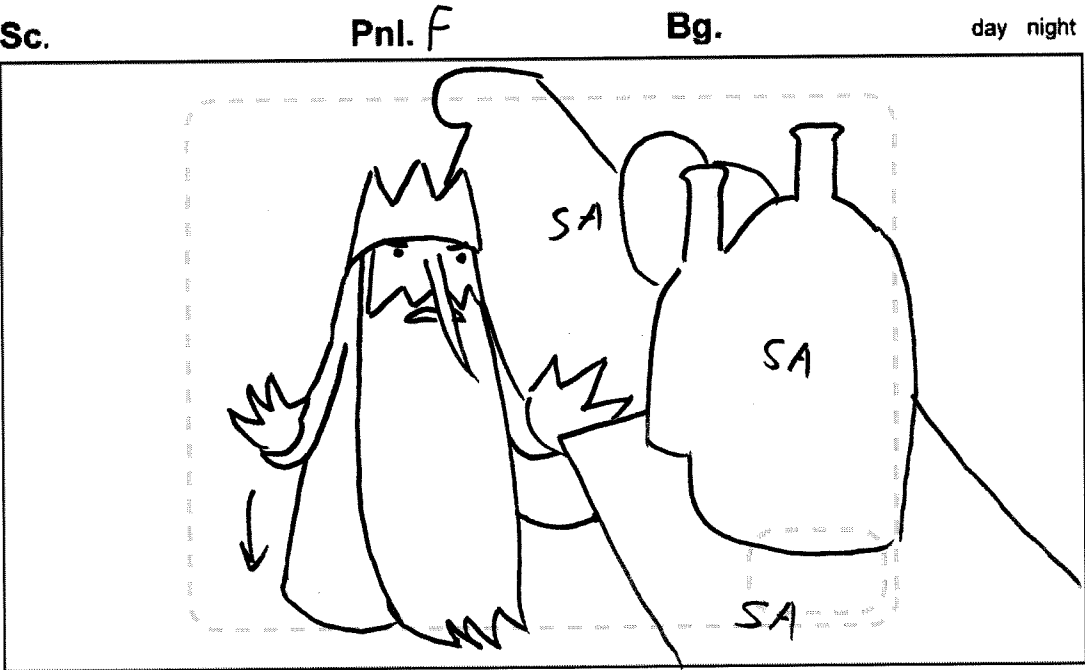
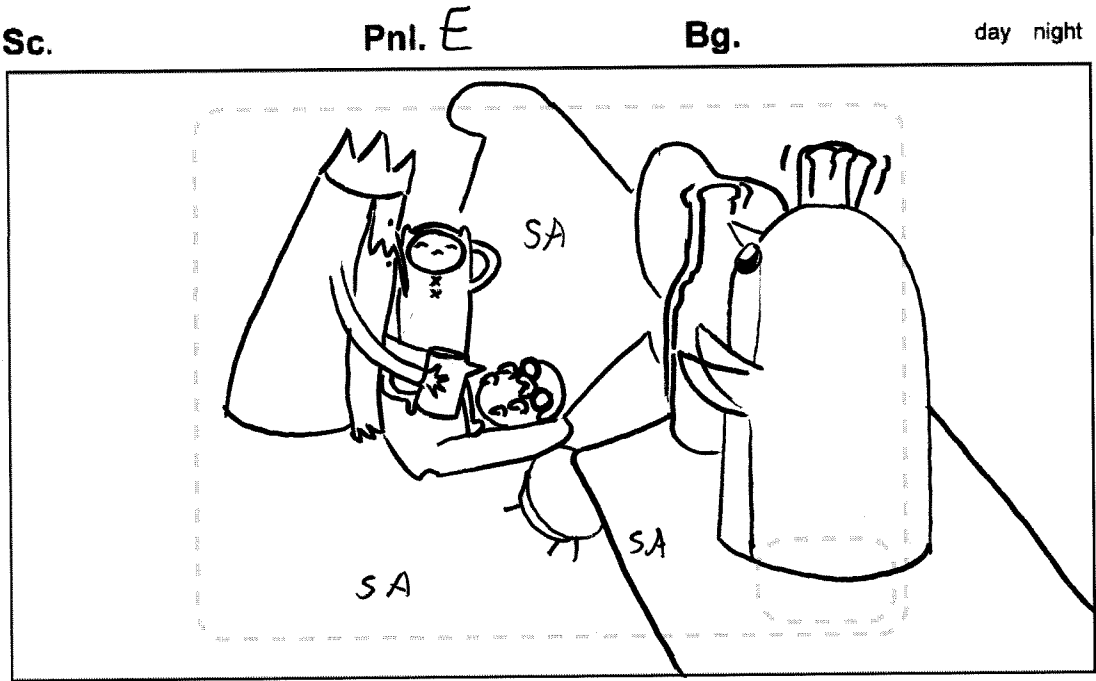
Dialog:	Ik: Gunther?
Action:	(Ik turns) (looks up)
Timing:	

EPISODE # 100860

Production :

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ADVENTURE TIME



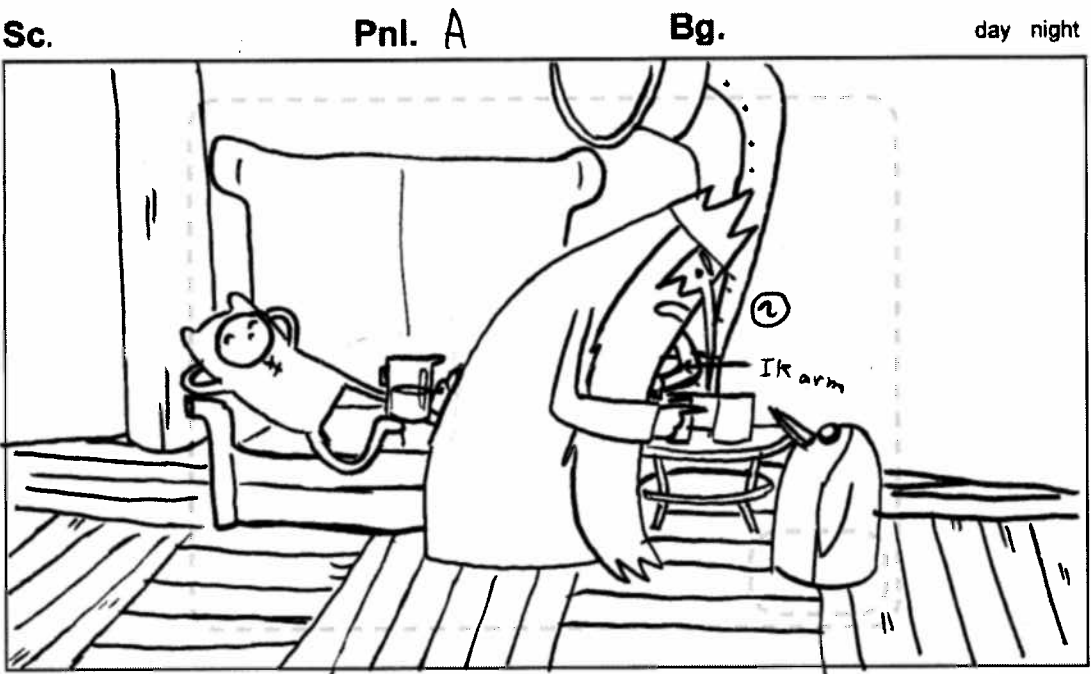
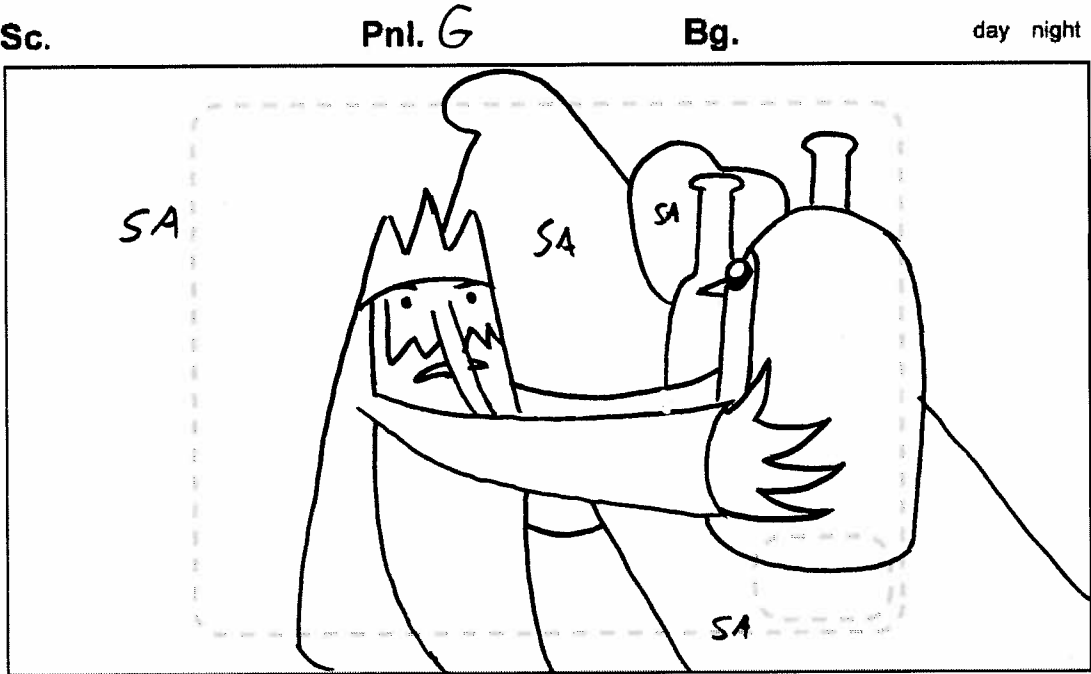
Dialog:	Ik: there *frustrated sounds*	
Action:	(Ik puts pitcher on chair)	(Ik walks toward Gunter)
Timing:		

EPISODE #

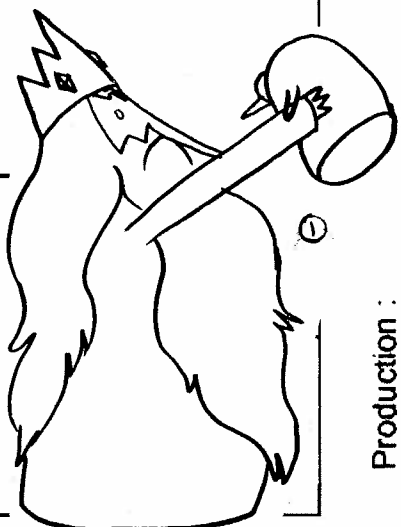
Production :

100860

ADVENTURE TIME



Dialog:	
Action:	(Ik reaches for Gunter) (Ik brings Gunter down)
Timing:	



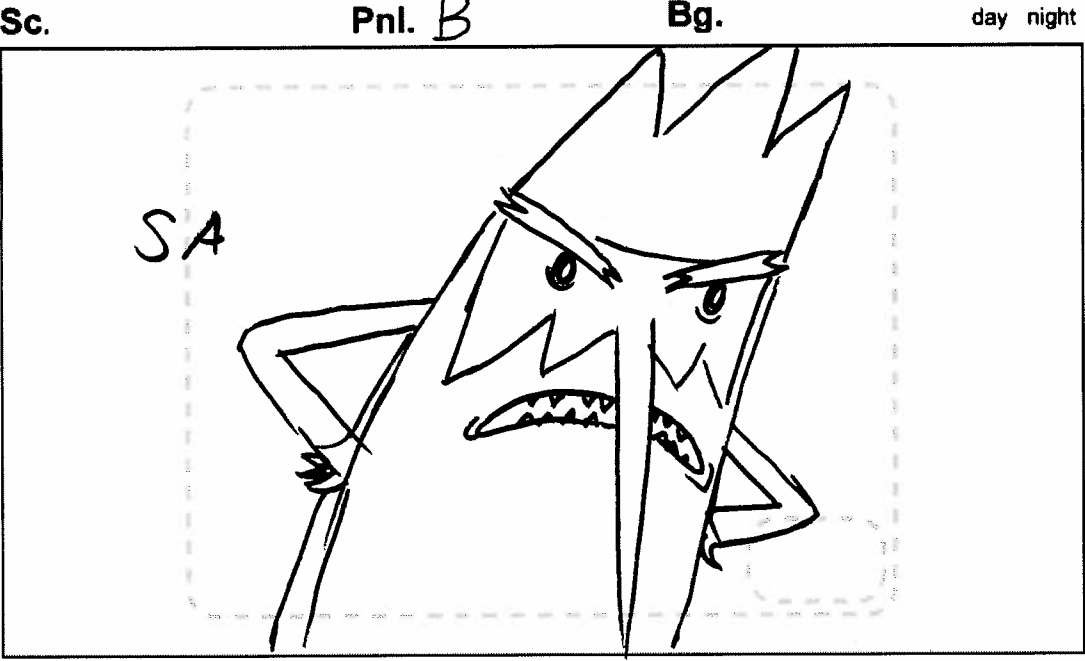
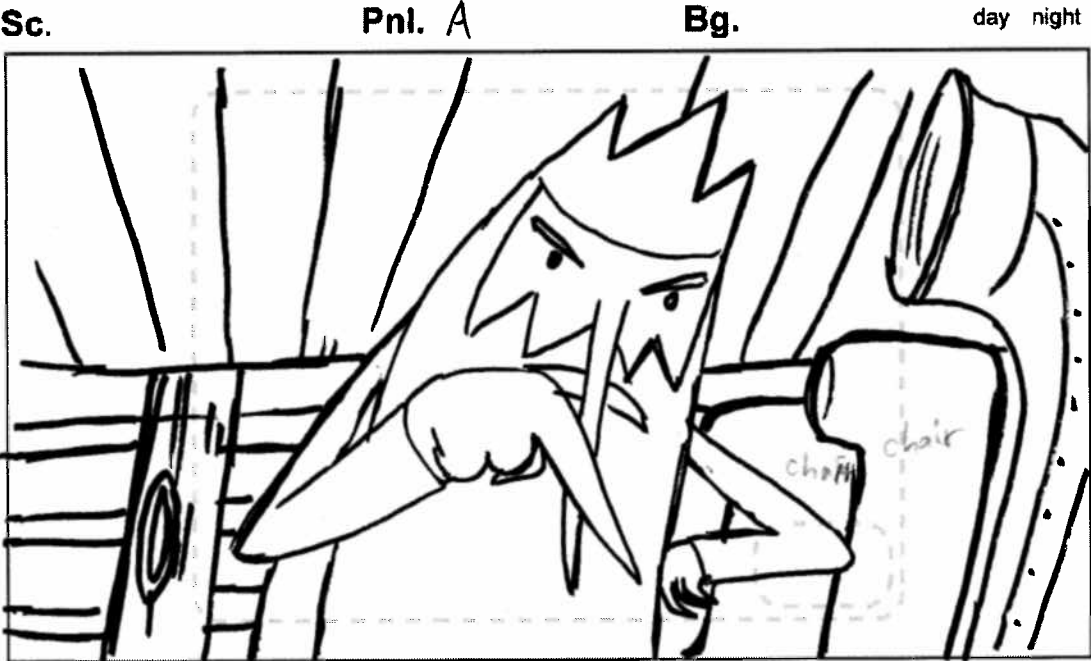
EPISODE #

Production :

100860

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ADVENTURE TIME



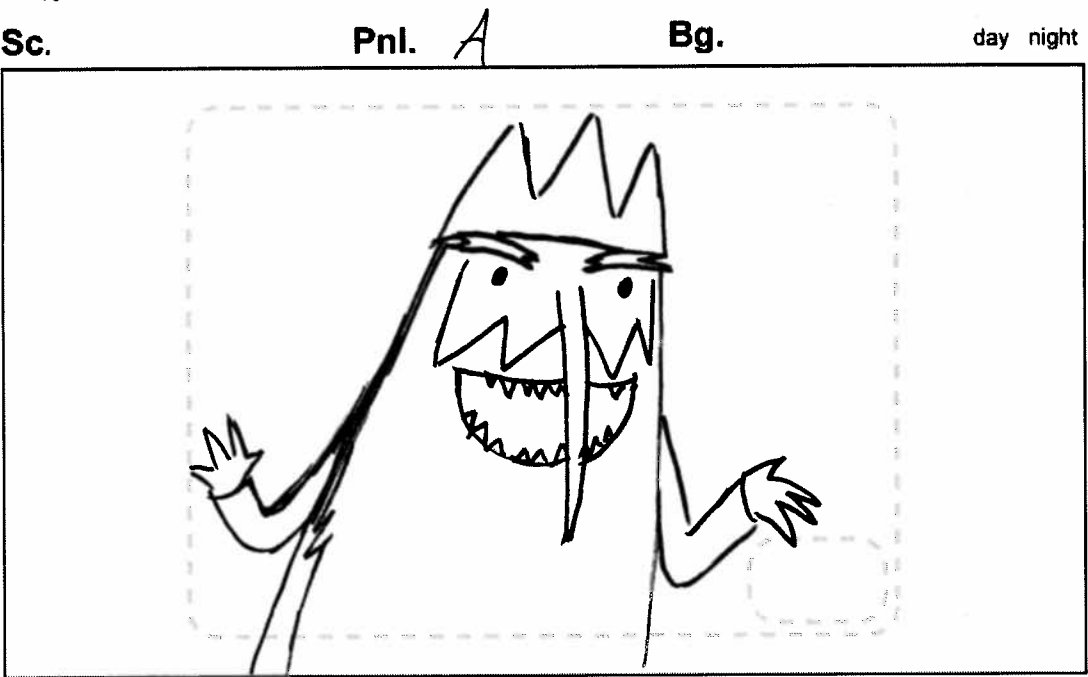
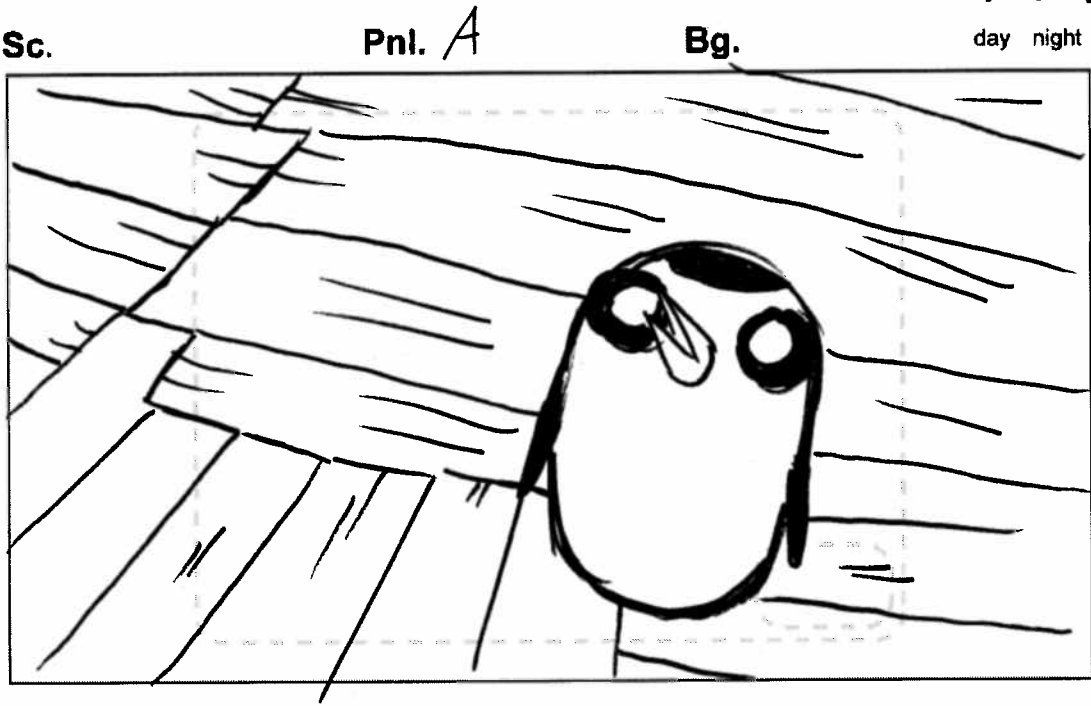
Dialog:	No Gunter! No bottles!	Look at me, <u>no</u> bottles.
Action:	(IK's face comes towards camera)	
Timing:		

Production :

EPISODE #

100860

ADVENTURE TIME



Dialog:	G: Went.	Oh you can't stay outta trouble.
Action:		
Timing:		

Production :

EPISODE #

100860

ADVENTURE TIME



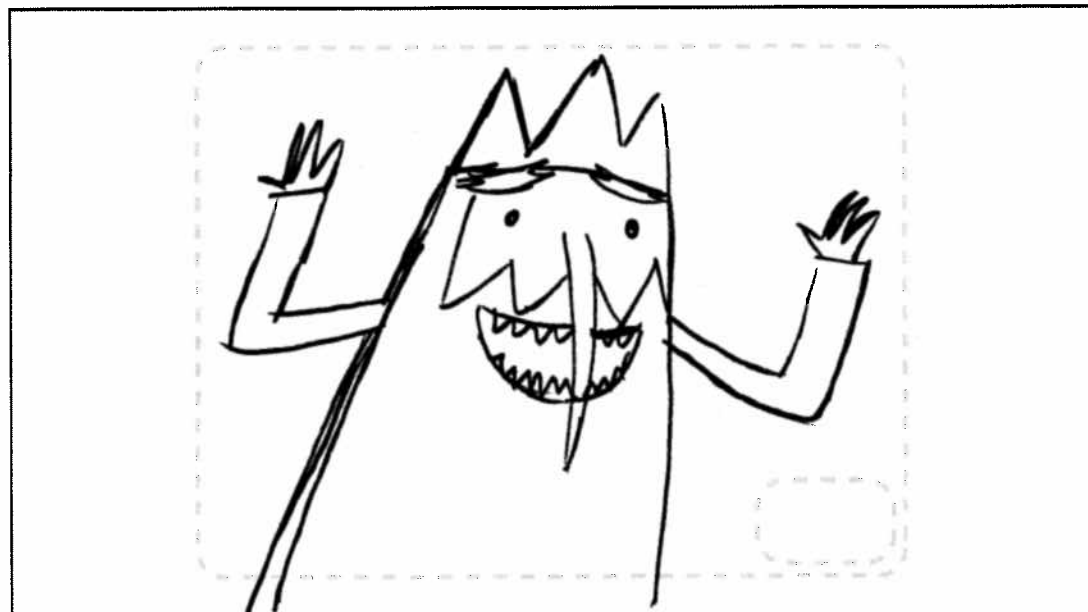
Page 92

Sc.

Pnl. B

Bg.

day night

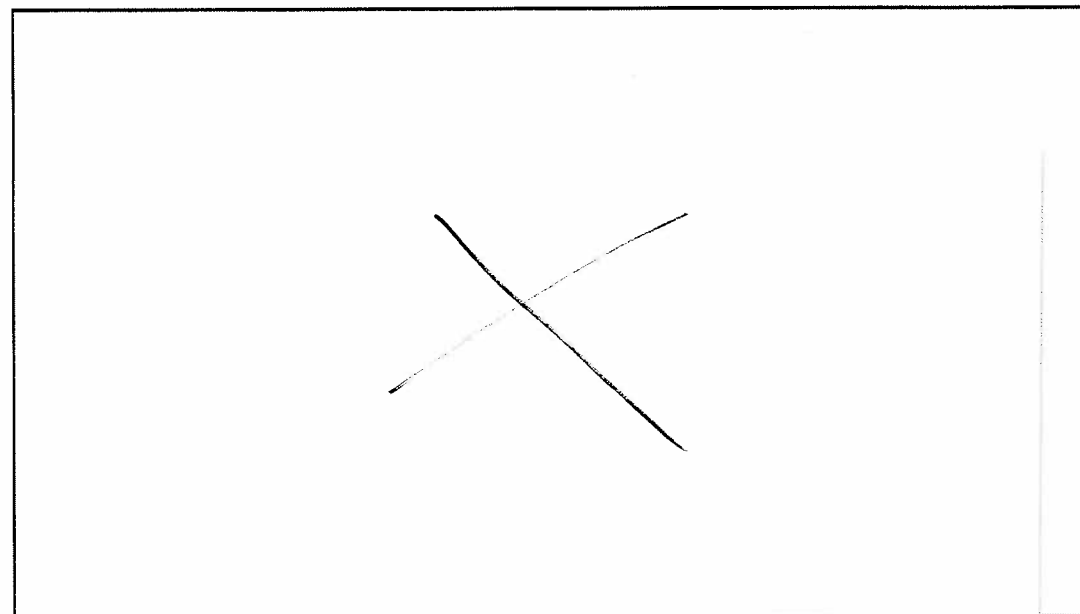


Sc.

Pnl. C

Bg.

day night



Dialog:

What am I gonna do with you!!!

Action:

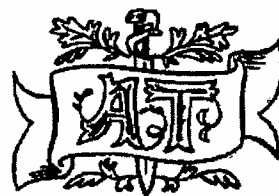
Timing:

Production :

EPISODE #

100860

ADVENTURE TIME



Page 93

Sc. Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:

IK: hahahaha!!

Action:

ICE KING POWERS TURN ON

Timing:

EPISODE #

Production :

100860

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ADVENTURE TIME



Page 94

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	
Action:	POWER TRAVELS FOR RIGHT HAND TO LEFT
Timing:	POWER MAKES LOOP

EPISODE # 60
100860
Production :

ADVENTURE TIME



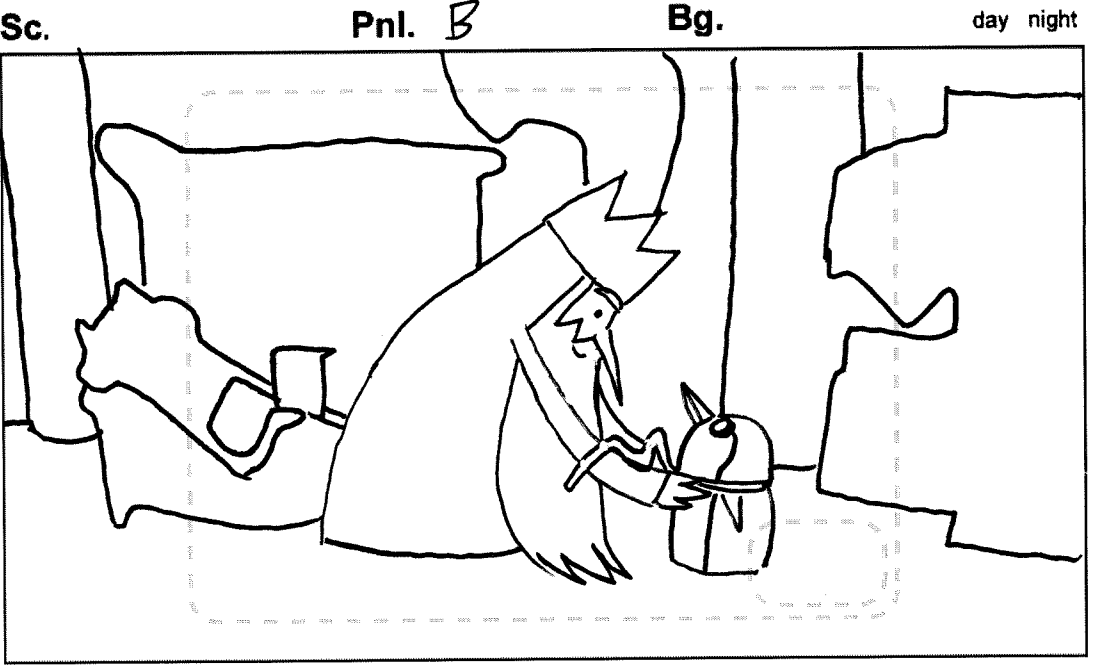
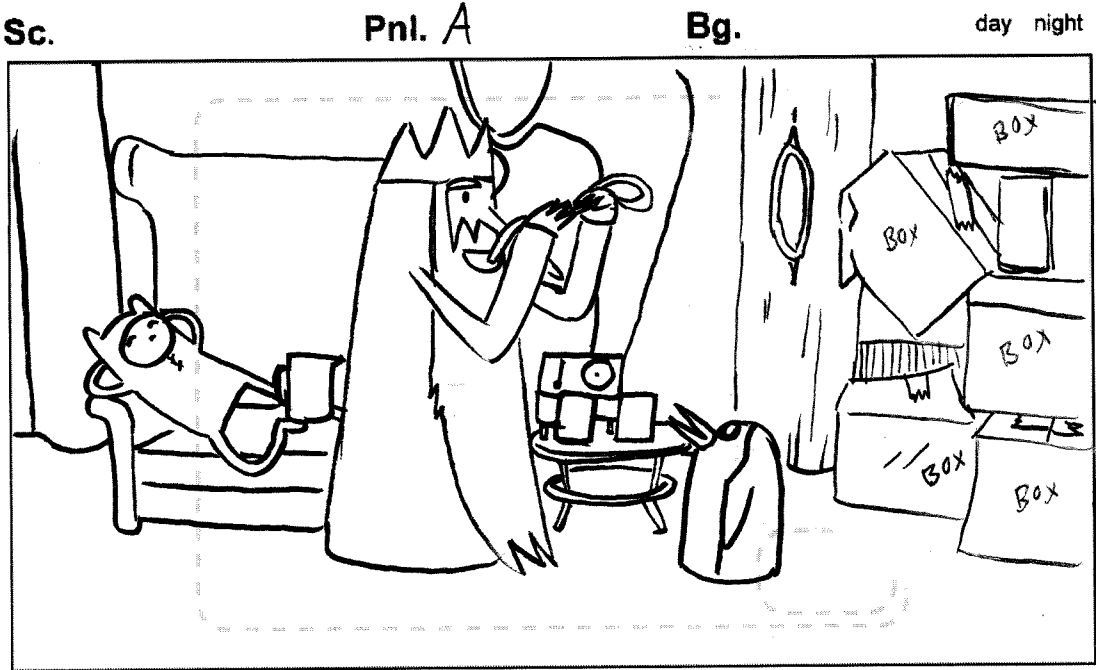
Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action: POWER ANIMATES INTO ICE LEASH
Timing:

EPISODE # 100860
Production :

ADVENTURE TIME



Dialog:	Ik: You're going to have to wear a leash..
Action:	(Ik puts leash on Gunter)
Timing:	

100860

EPISODE #

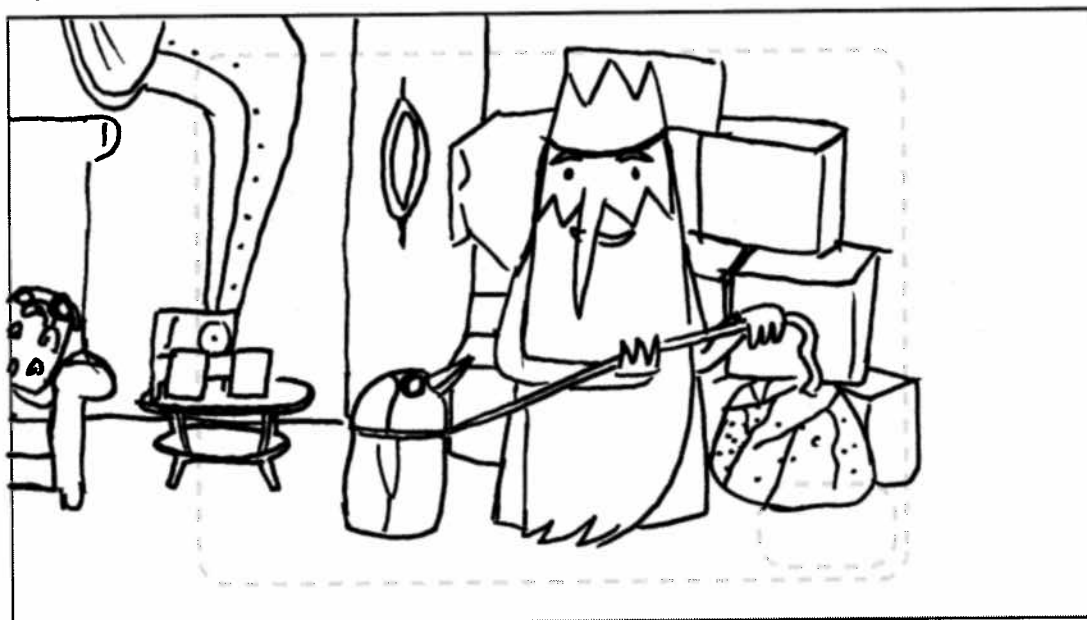
Production :

ADVENTURE TIME

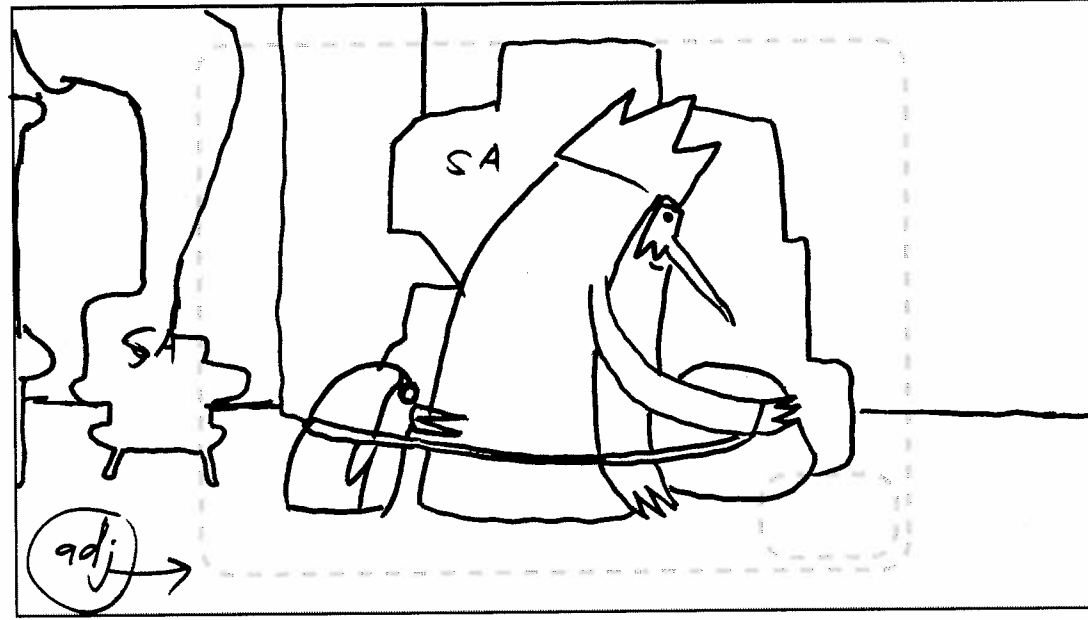


Page 97

Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	
Action:	(ties leash to rock)
Timing:	

EPISODE # 100860
Production :

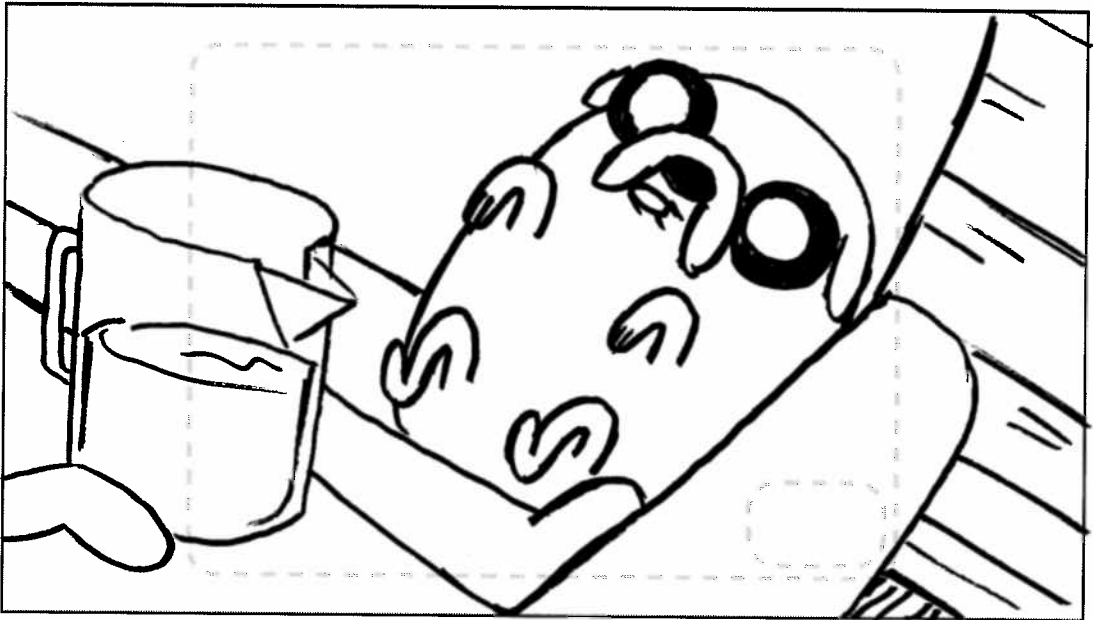
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



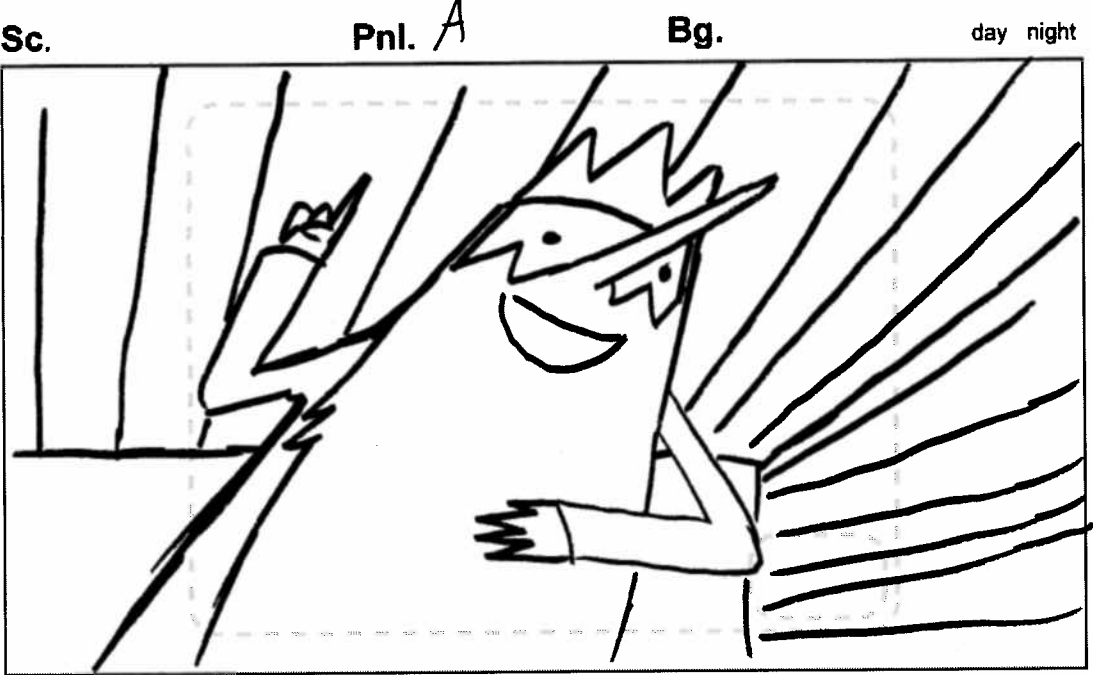
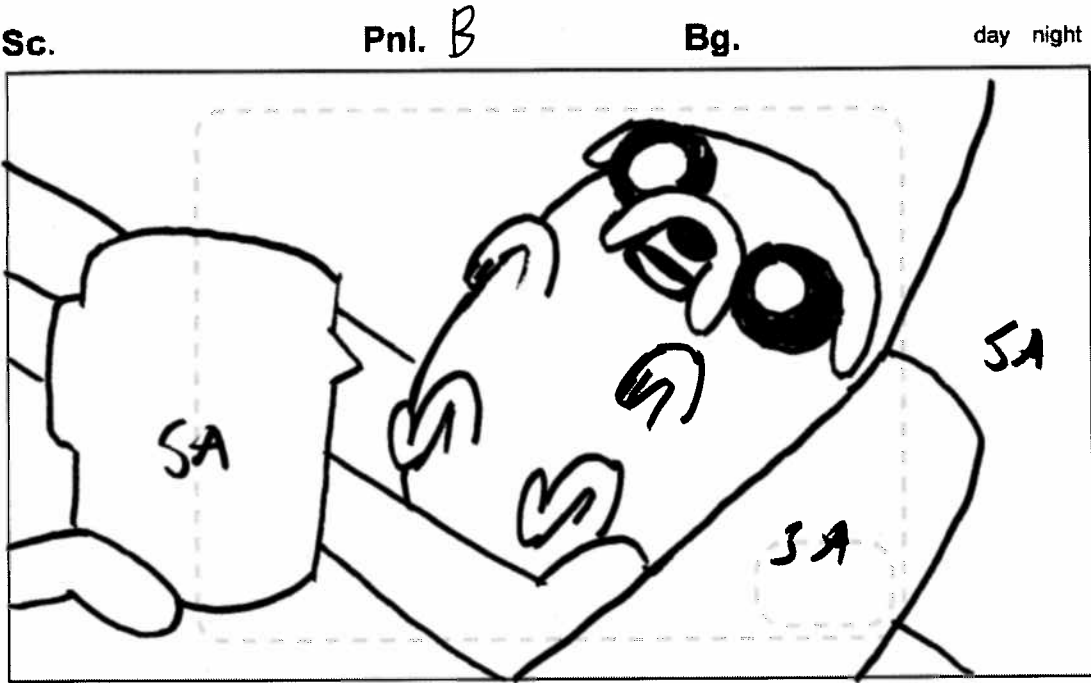
Dialog:	IK: This should keep you outta trouble	J: Whew!!!
Action:	(IK turns around)	
Timing:		

EPISODE # 100860

Production :

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ADVENTURE TIME



Dialog:	J: Thank goodness!	Our first bonding activity will be walking in each other's shoes, so to speak.
Action:	cut to:	
Timing:		

EPISODE # 100860

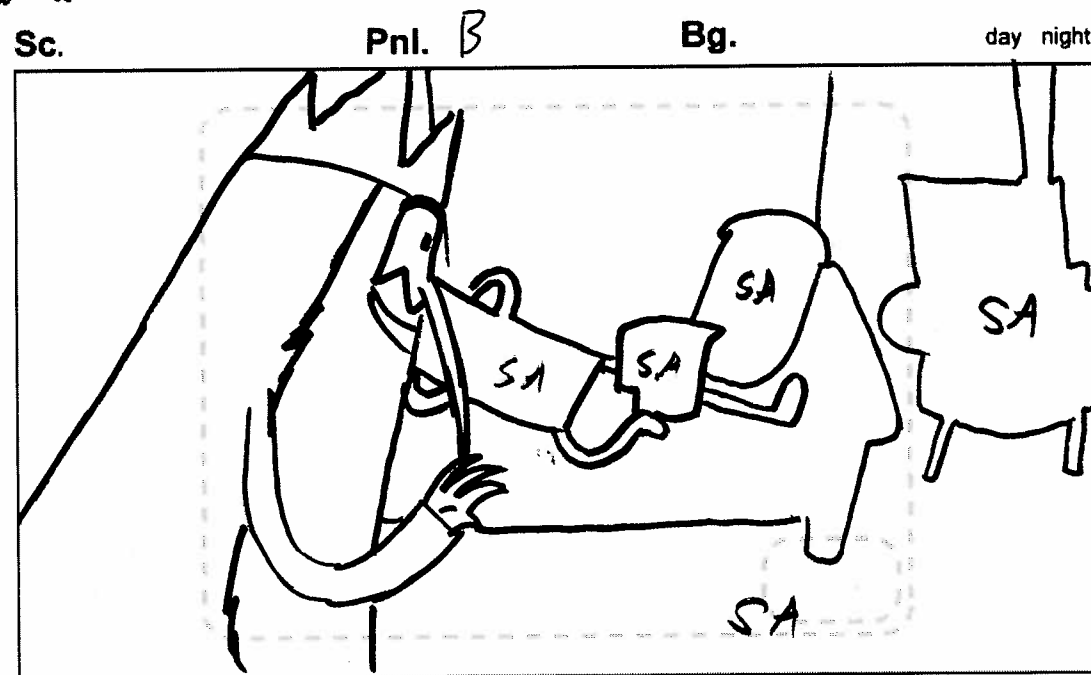
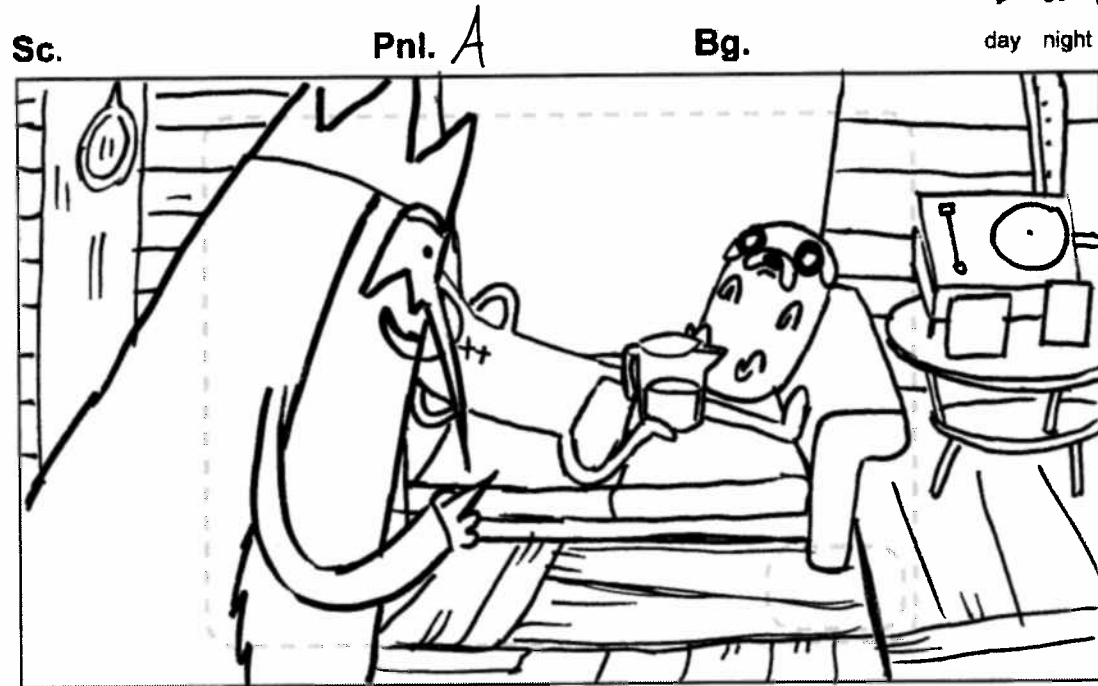
Production :

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ADVENTURE TIME



Page 100



Dialog: IK: To better understand each other's perspectives,

IK: We're going to dress up like each other!

Action:

Timing:

EPISODE #

100860

Production :

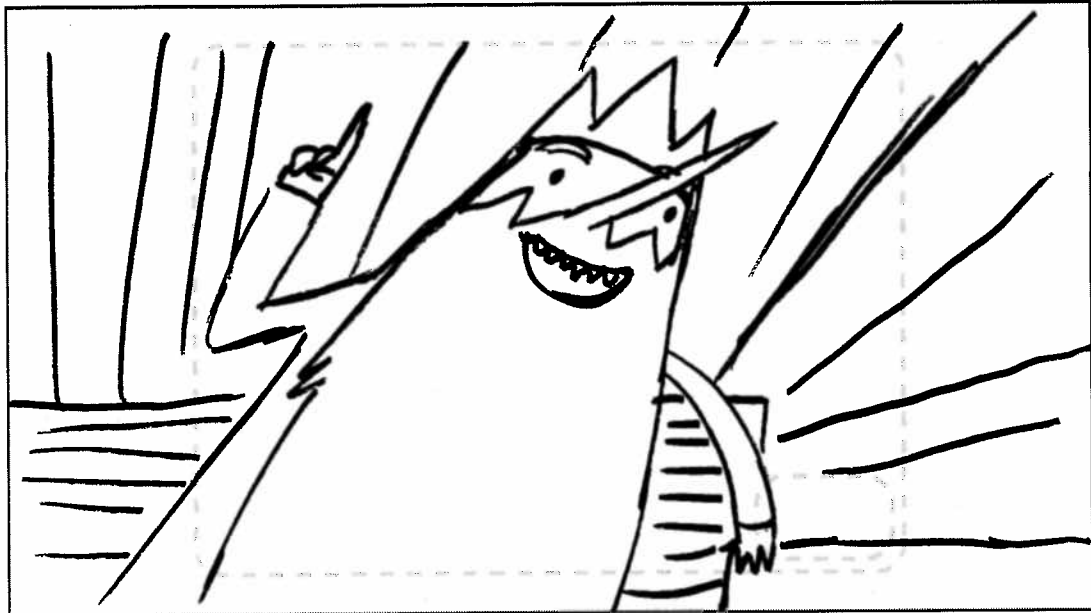
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ADVENTURE TIME

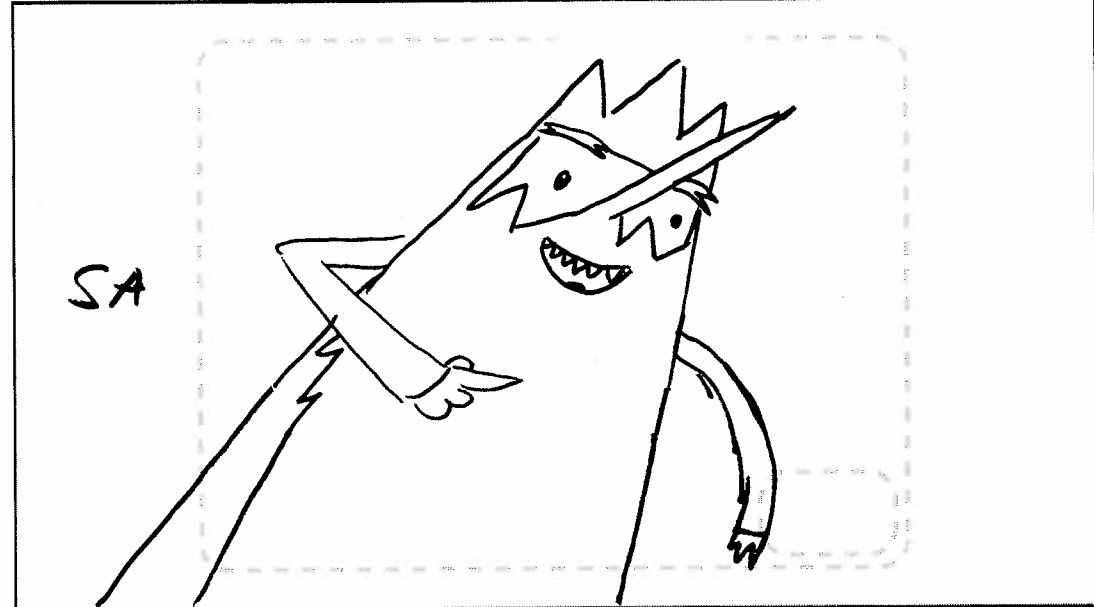


Page 101

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

me _____ first!

Action:

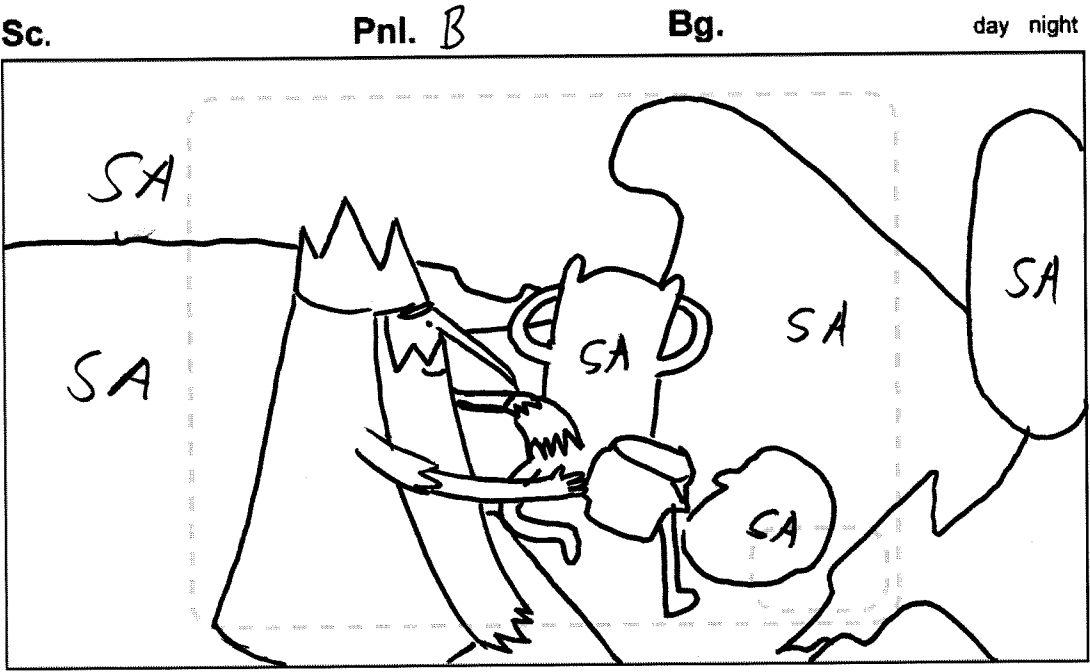
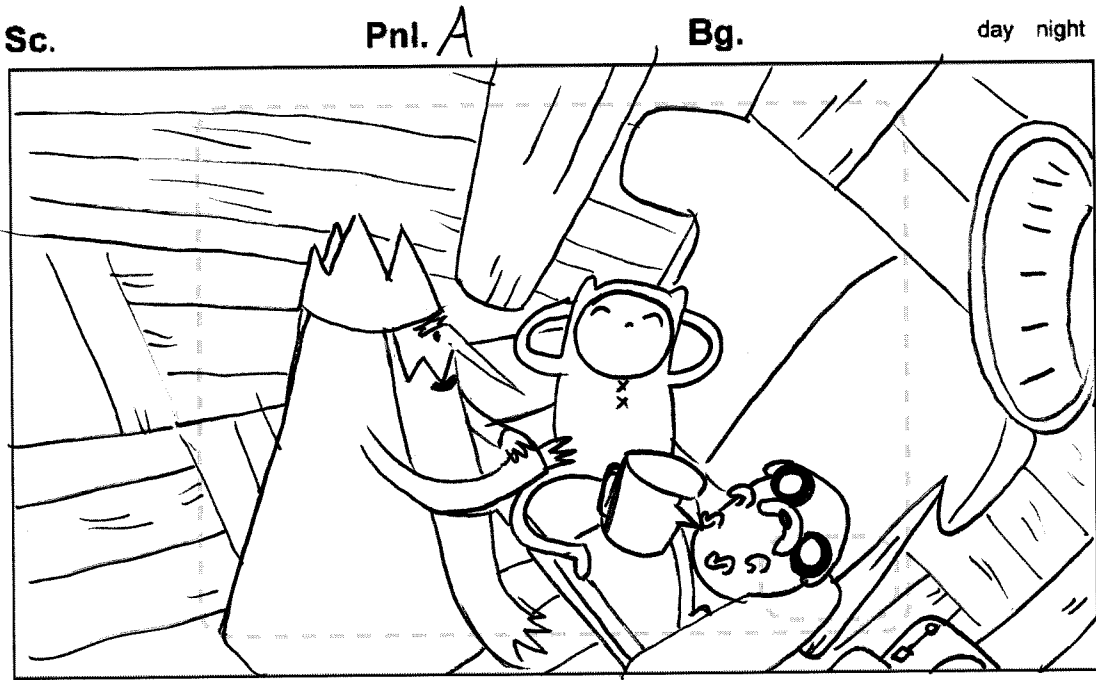
Timing:

EPISODE #

100860

Production :

ADVENTURE TIME



Dialog:
Action: (IK rips off right sleeve)
Timing:

EPISODE # 100860
Production :

ADVENTURE TIME



Sc. Pnl. C Bg. day night

SA

Right sleeve

Sc. Pnl. D Bg. day night

SA

Dialog:	
Action:	(right sleeve falls from left, hand while IK reached for left sleeve)
Timing:	(pulls left sleeves off)

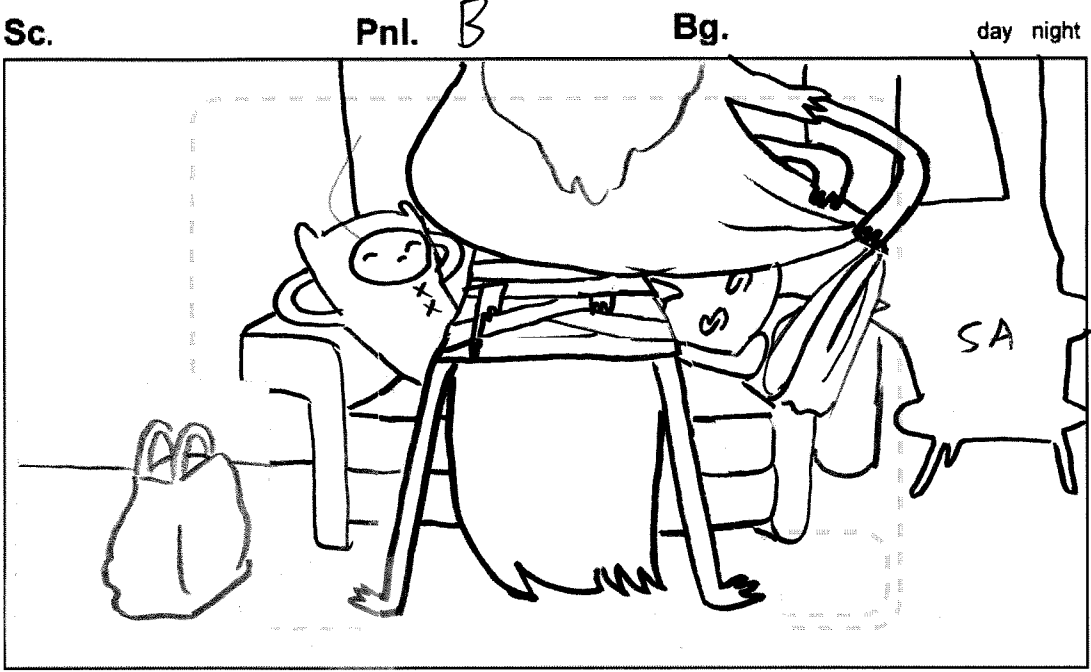
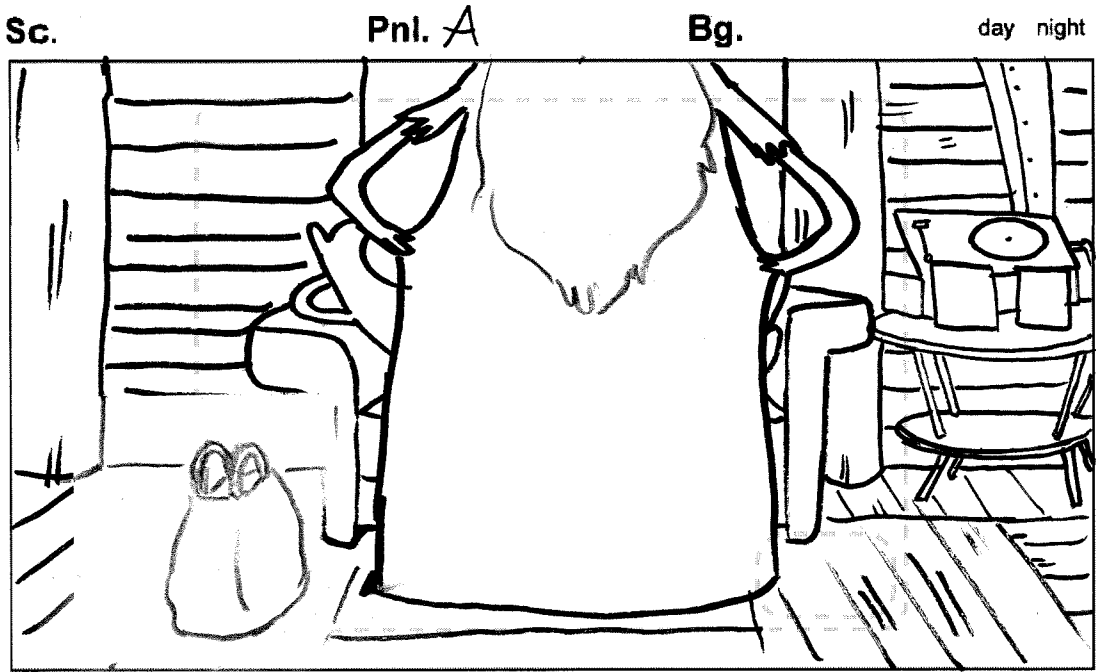
Production :

EPISODE #

100860

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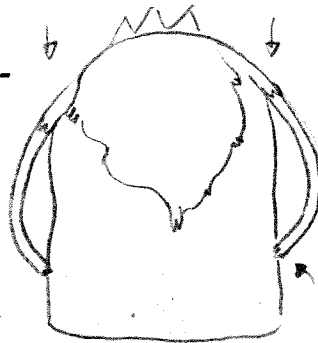
ADVENTURE TIME



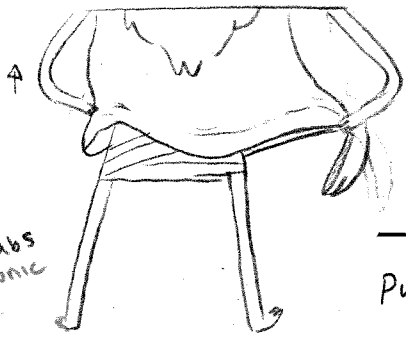
Dialog:

Action:

Timing:



IK BENDS DOWN



GRABS TUNIC

PULLS UP TUNIC

(IK gathers robe)

100860

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

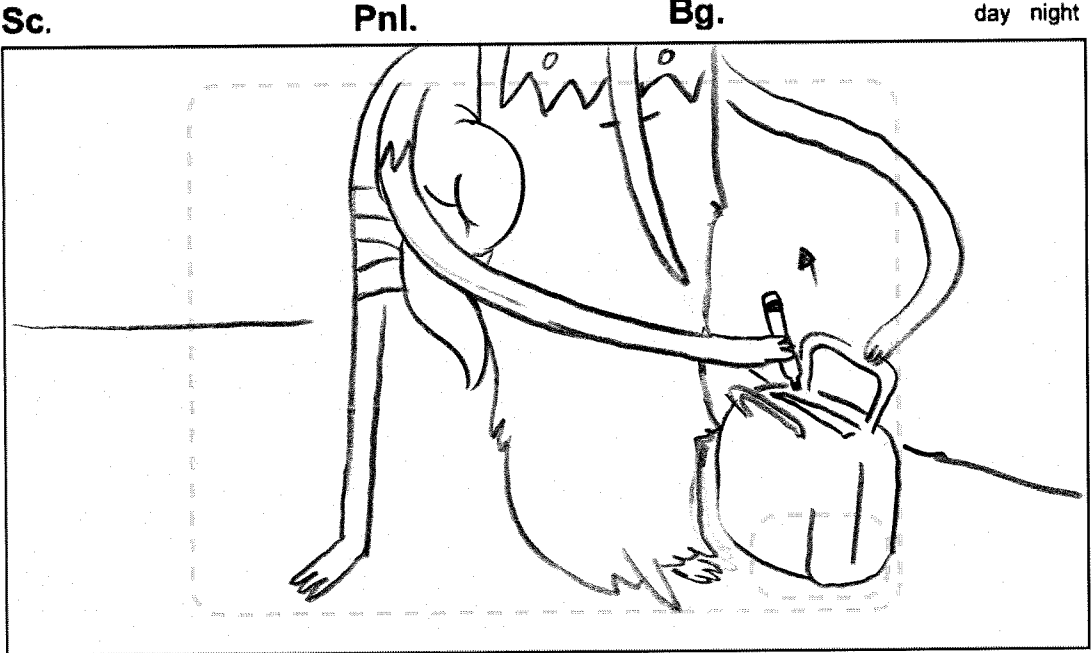
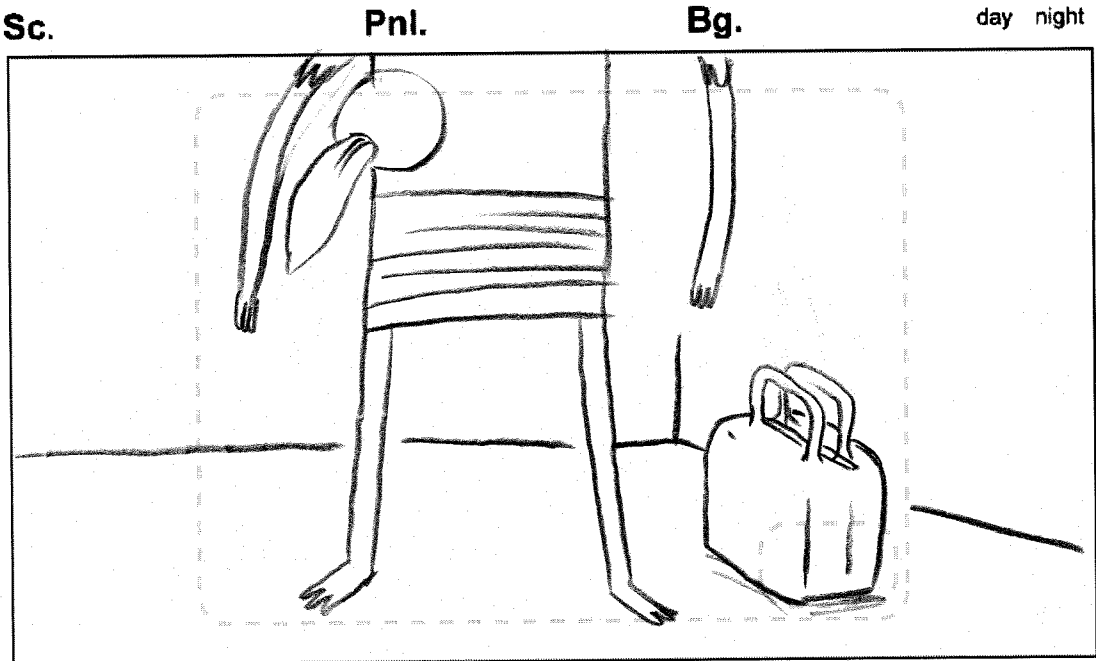
Sc. Pnl. A Bg. day night

Dialog:
Action: (IK knot up robe) (IK reach into bag for marker)
Timing:

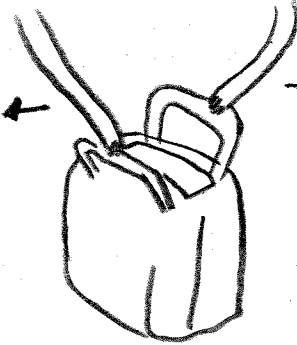
Production : EPISODE #

100860

ADVENTURE TIME



Dialog:	
Action:	
Timing:	



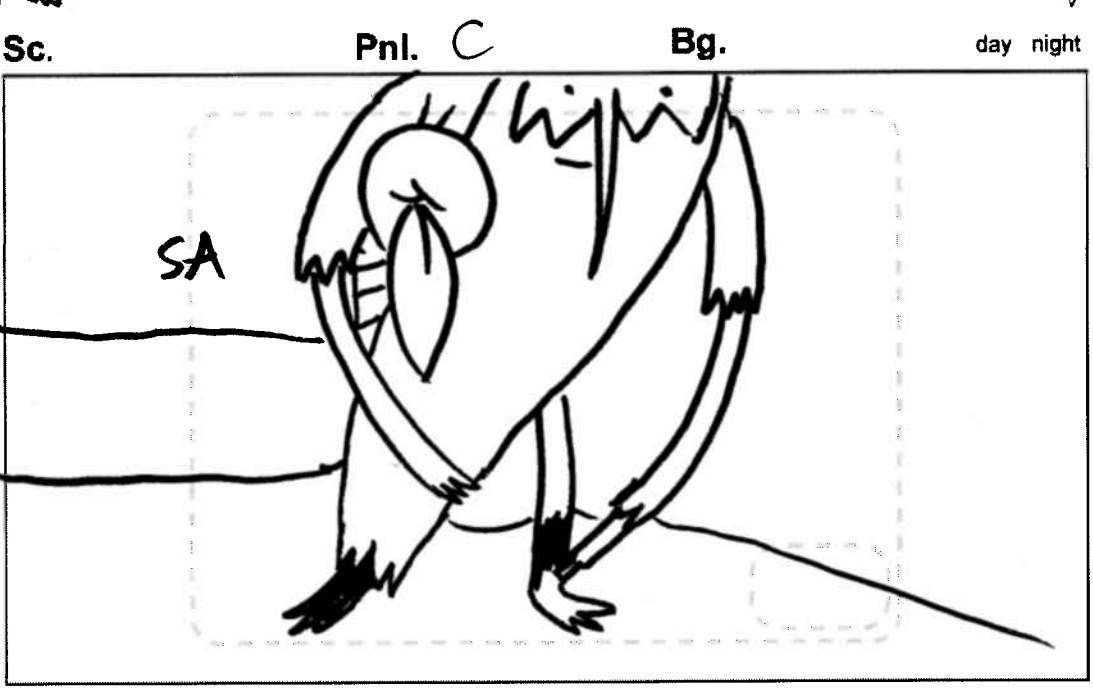
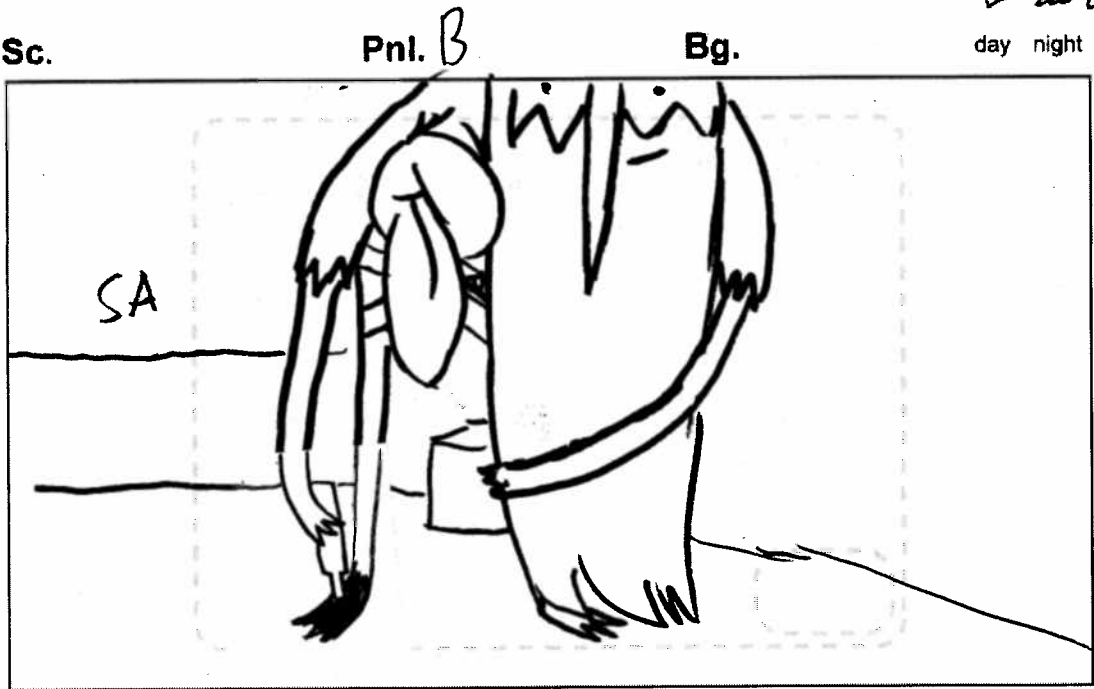
- REACHES DOWN
- OPENS BAG
- PULLS OUT MARKER

EPISODE #

Production :

100860

ADVENTURE TIME



Dialog:

Action: (Ik colors feet with black marker)

Timing:

COLORS LEFT FOOT

SWITCHES HANDS

COLORS RIGHT FOOT

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog: IK - : SATISFIED GIGGLE :

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Page 109

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:		
Action:		<p>IK LOOKS DOWN AT BEARD.</p> <p>Pushes it up around head.</p>
Timing:		

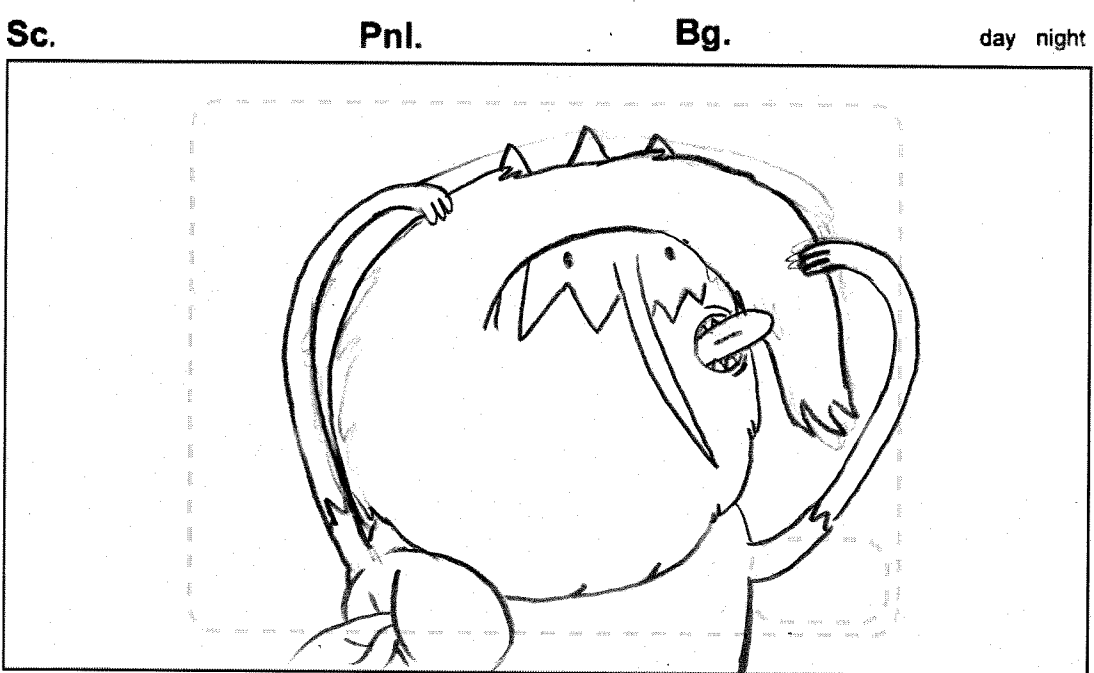
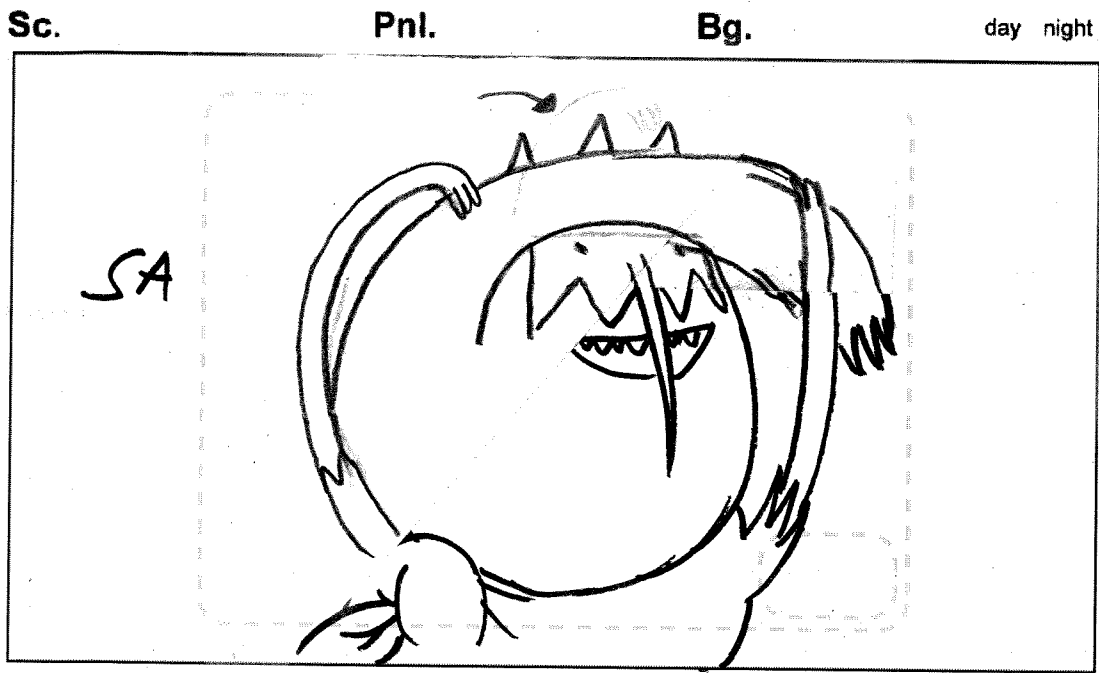
EPISODE #

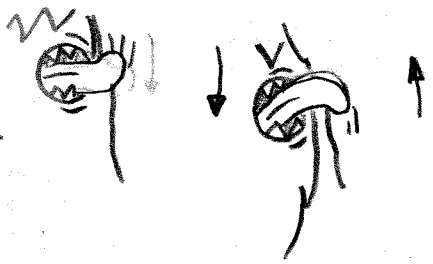
100860

Production :

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ADVENTURE TIME



Dialog:	
Action:	
Timing:	<p>XIK LICKS UP AND DOWN BEARD.</p>

EPISODE # 100860
Production :

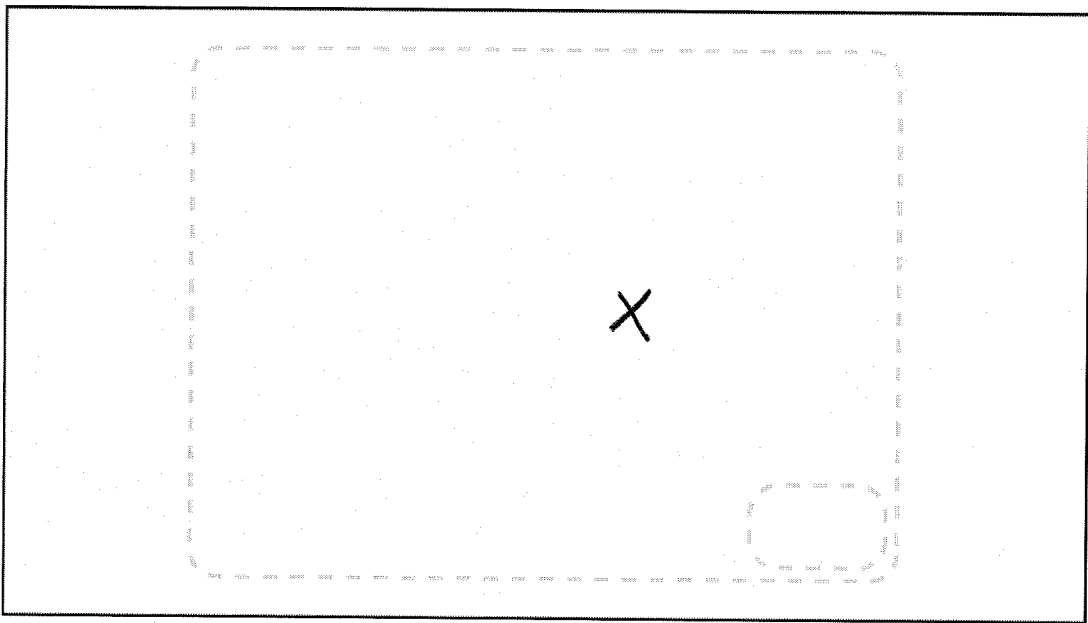
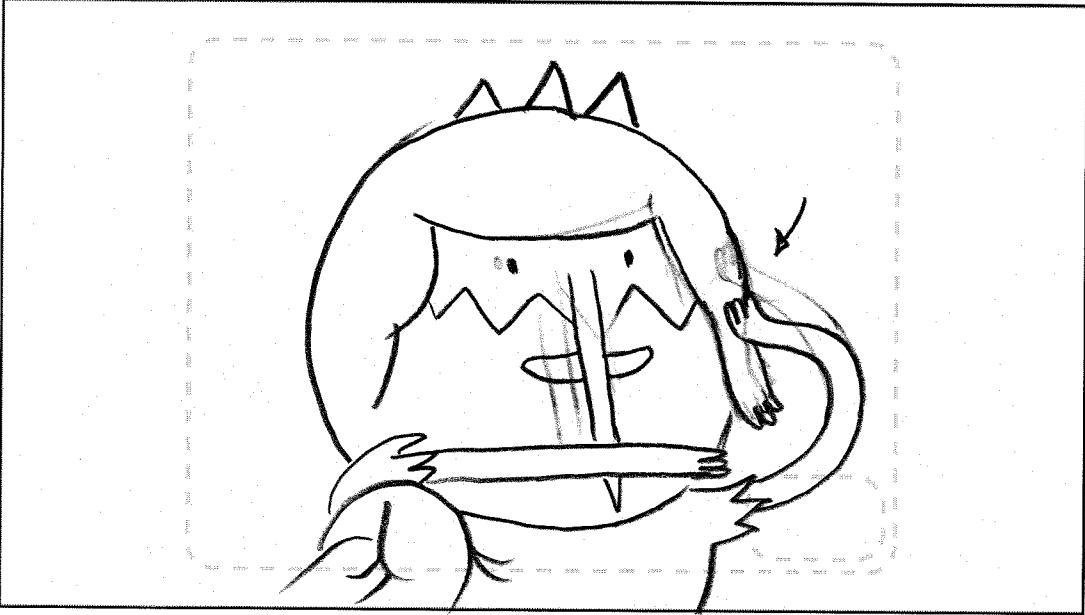
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ADVENTURE TIME



Page 111

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action: IK Pushes hair against HEAD.
Timing:

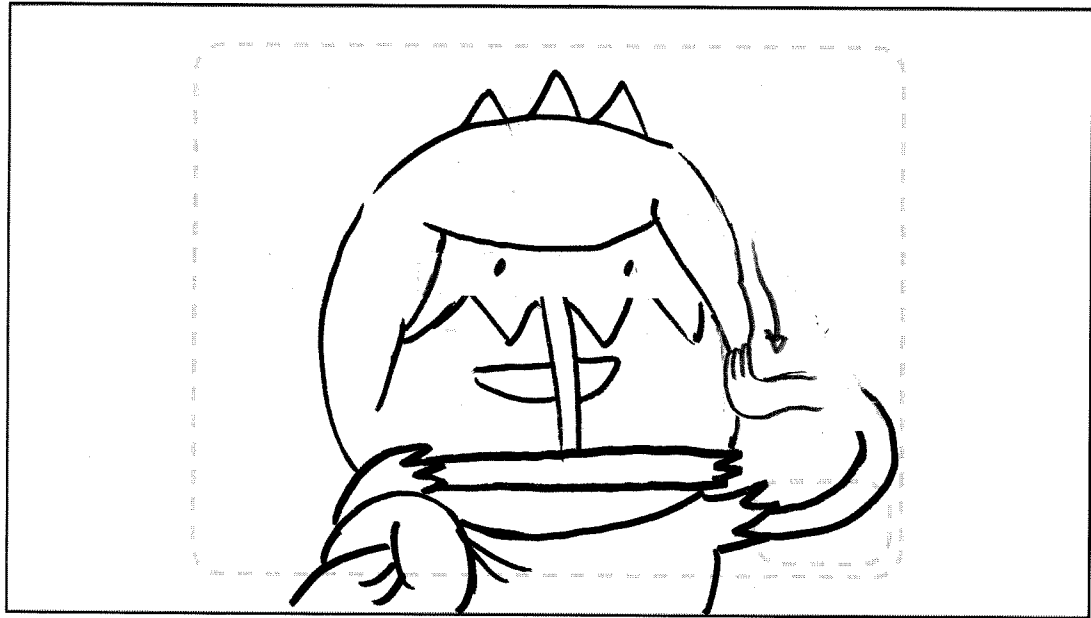
Production :
EPISODE # 100860

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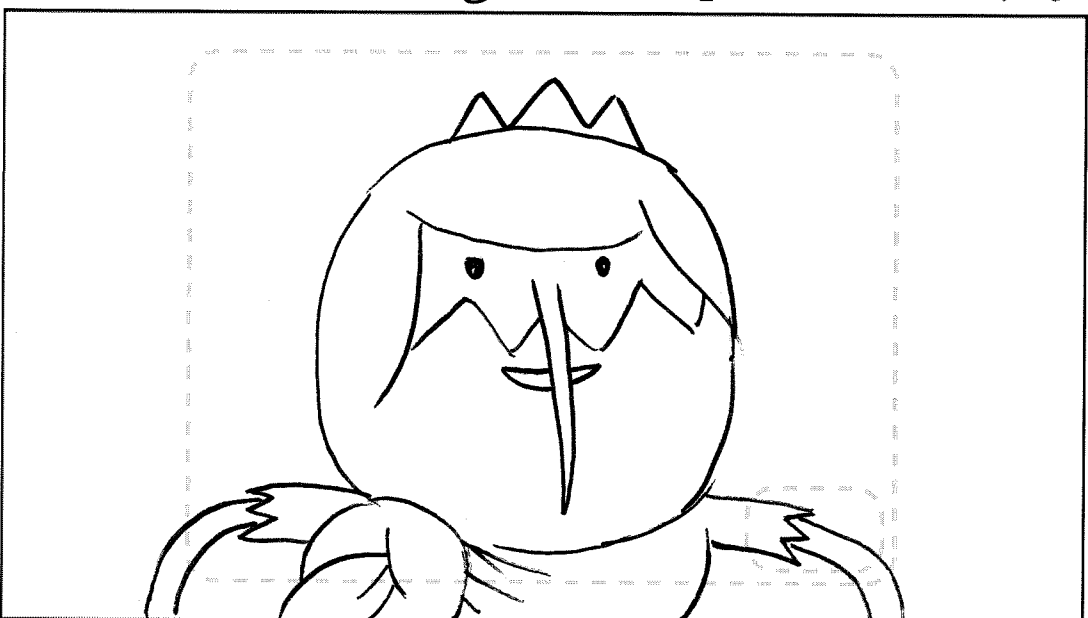
ADVENTURE TIME



Sc. Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



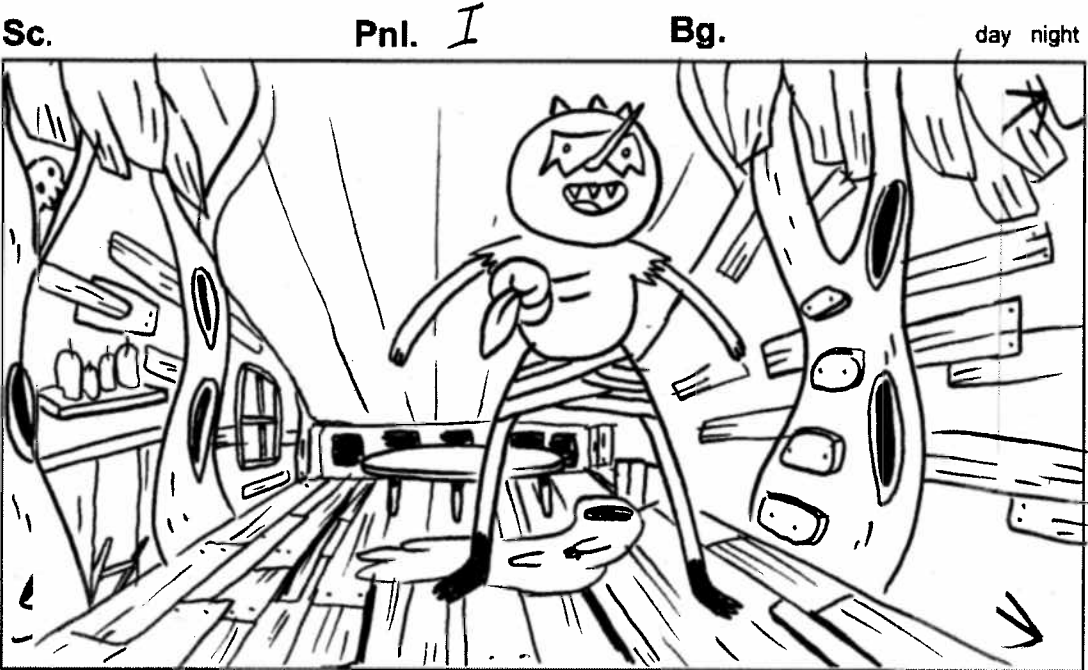
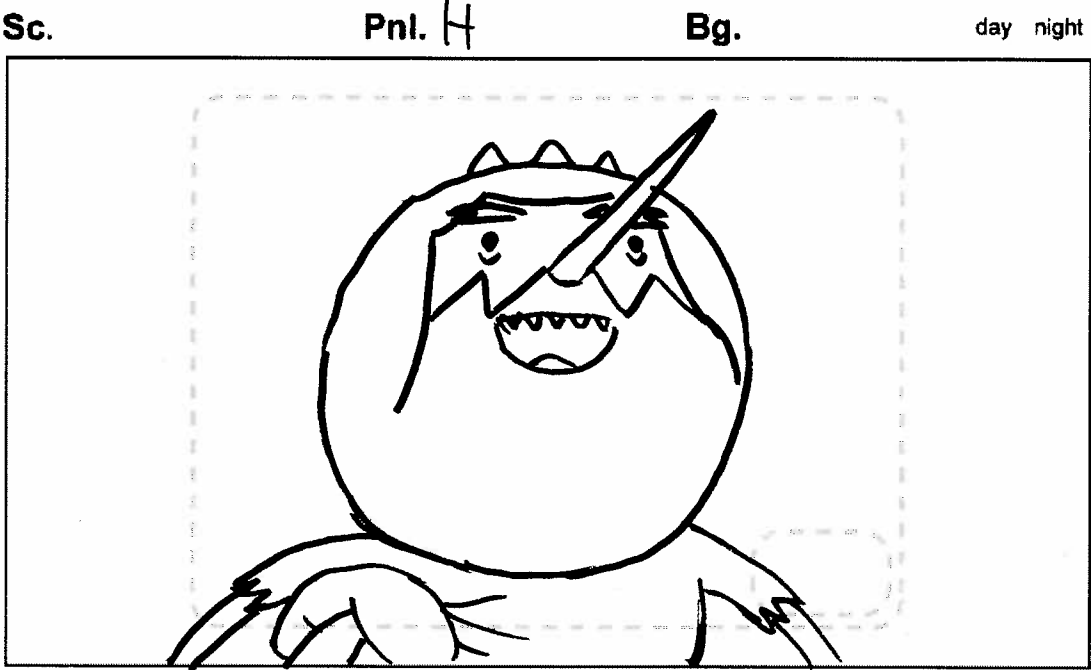
Dialog:	
Action:	FLATTENS HAIR ON HEAD
Timing:	

Production :

EPISODE #

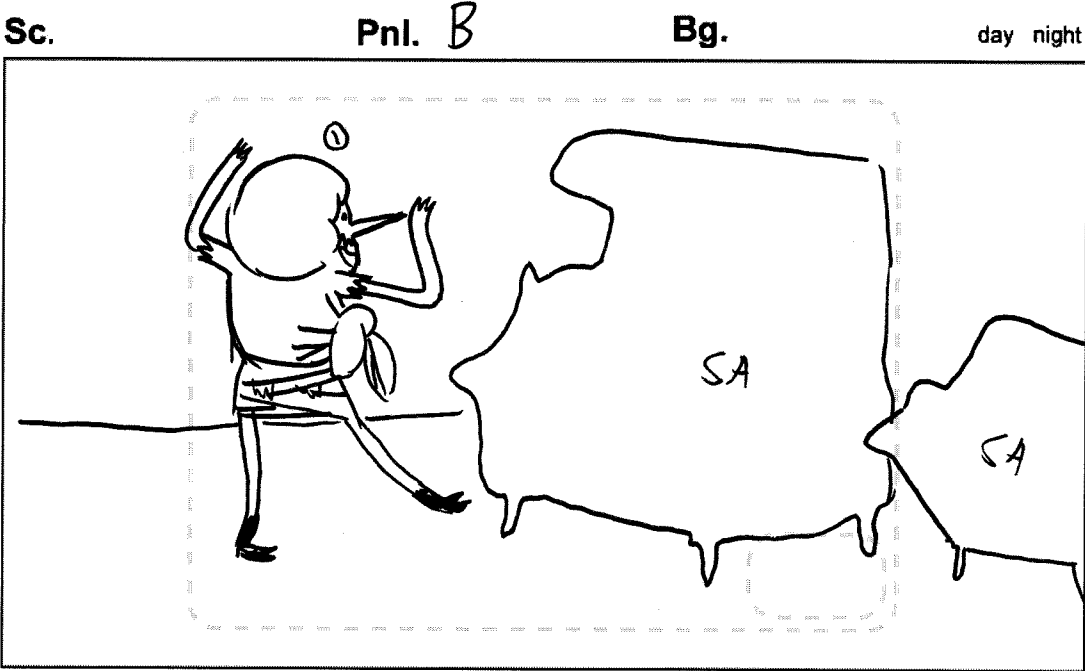
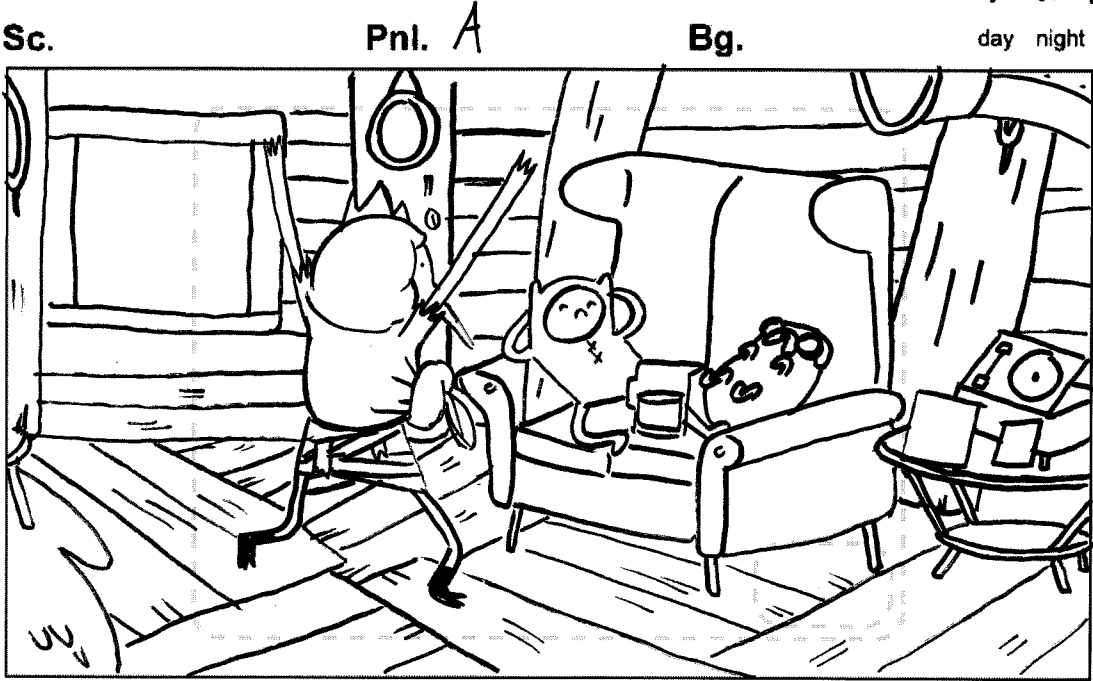
100860

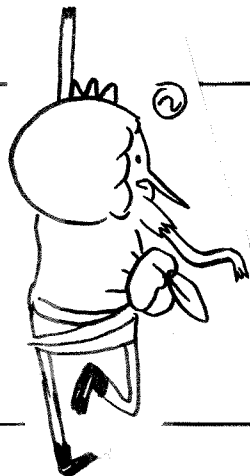

ADVENTURE TIME



Dialog:	It's a d u p n t u r e t i m e !!!
Action:	
Timing:	

ADVENTURE TIME



Dialog:	Ik: I'm good! Good! Good!	Ik: I only do good! Let's have babies, Princess. Let's teach them to be good!
Action:		
Timing:		

100860

EPISODE #

Production :

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ADVENTURE TIME



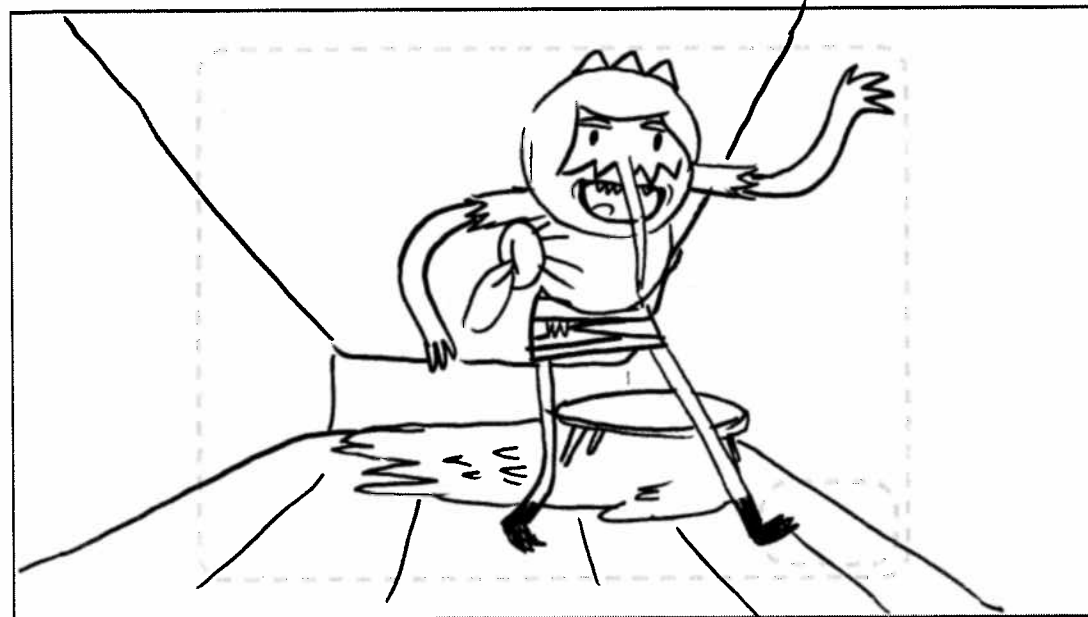
Page 115

Sc.

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

I'll save you Princess!

① Oh princess... ② sure I'll
kiss you! ③ I'm a hero! ④ what?!
⑤ Marriage too?!

Action:

Timing:

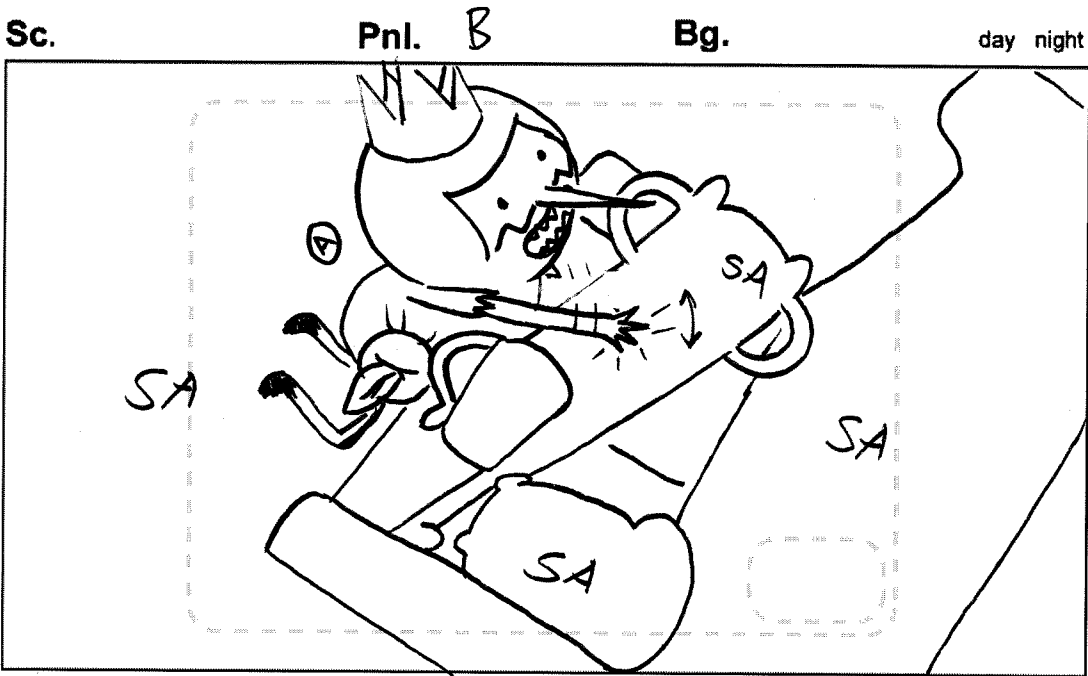
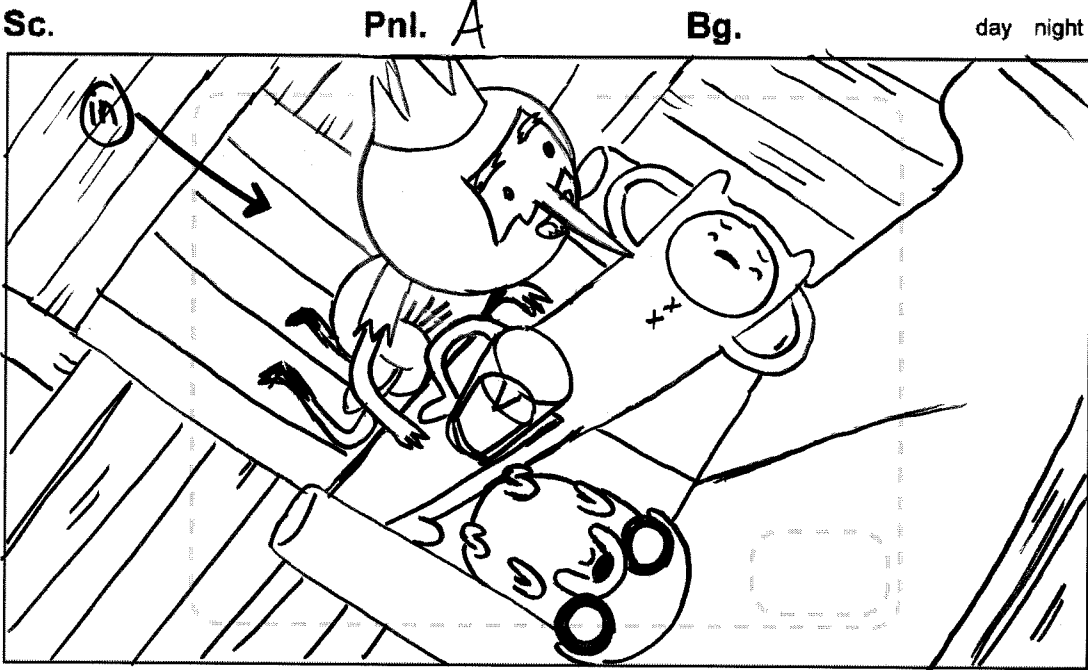


Production :

EPISODE #

100860

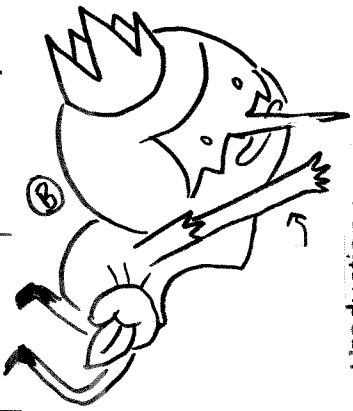
ADVENTURE TIME



Dialog: IK: Hey Finn?... Don't you think it's weird theres two Finns?...

Action: IK slaps finn's tummy

Timing:



Production : EPISODE #

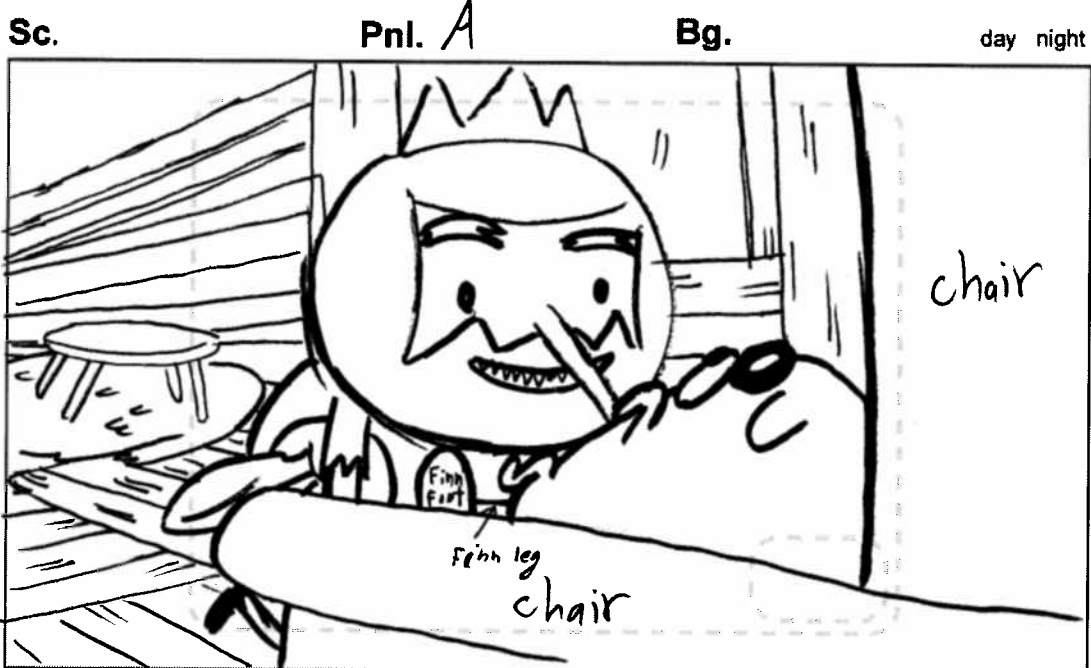
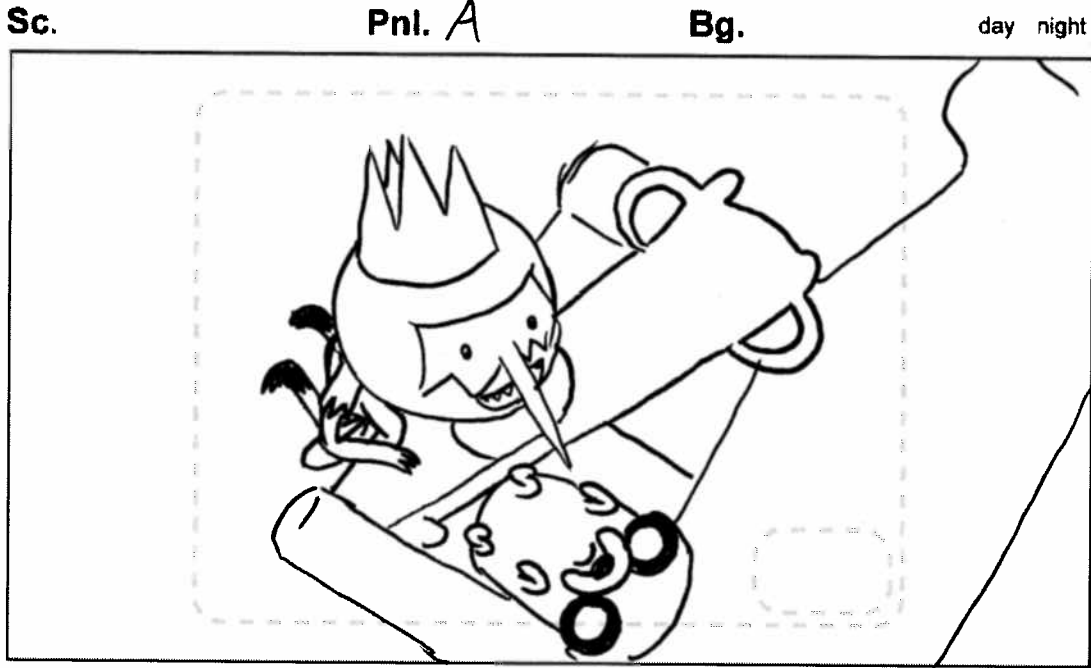
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ADVENTURE TIME



Page 117



Dialog: IK: Now I'm gonna dress like Jake!!

Action:

Timing:

EPISODE # 100860
Production :

ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night

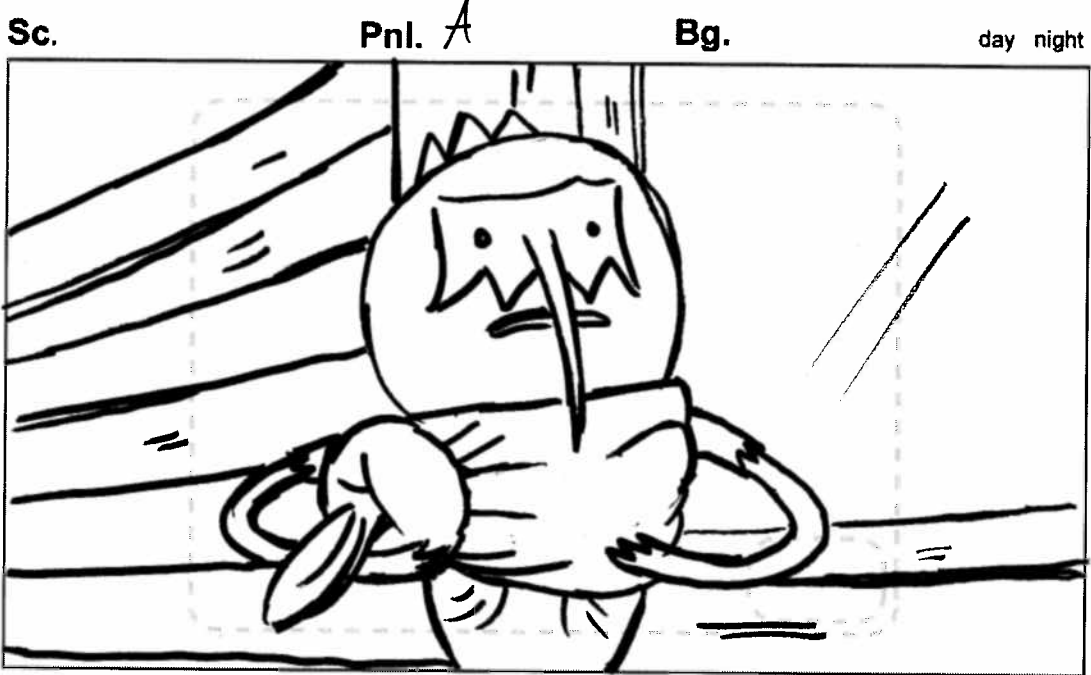
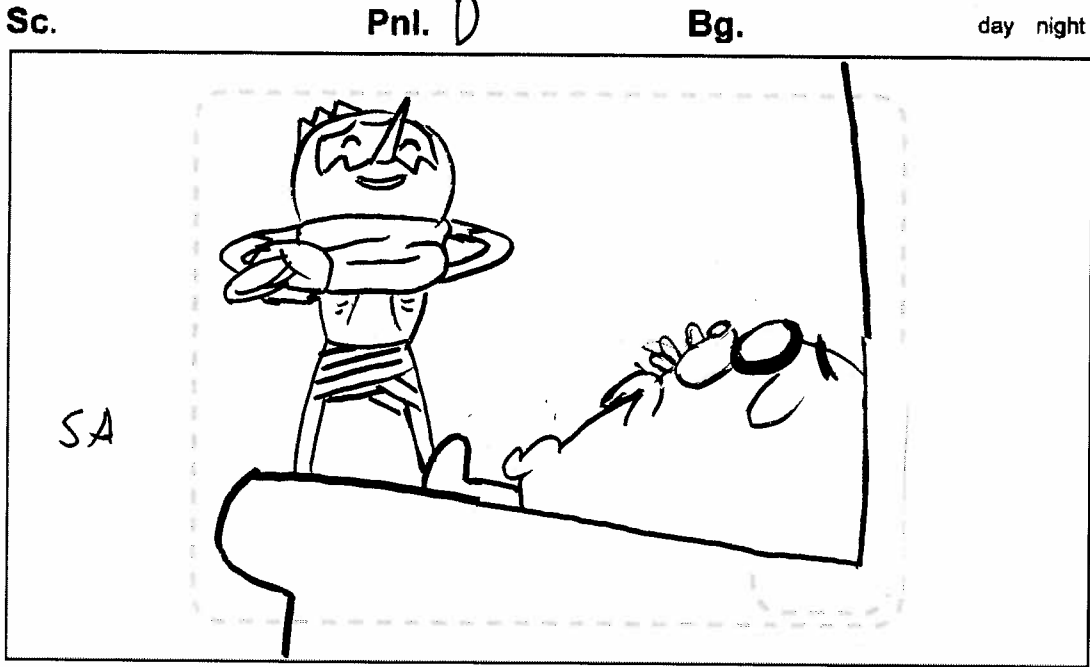
Dialog:
Action: (Ik stands up, backs up) (Ik starts lifting shirt)
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



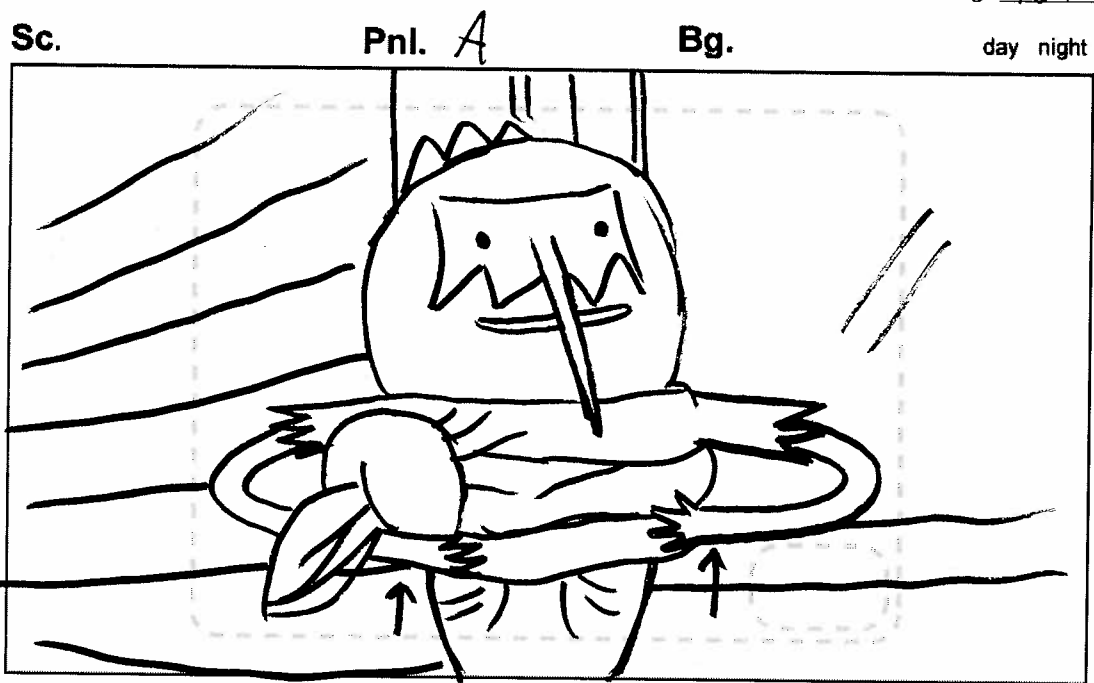
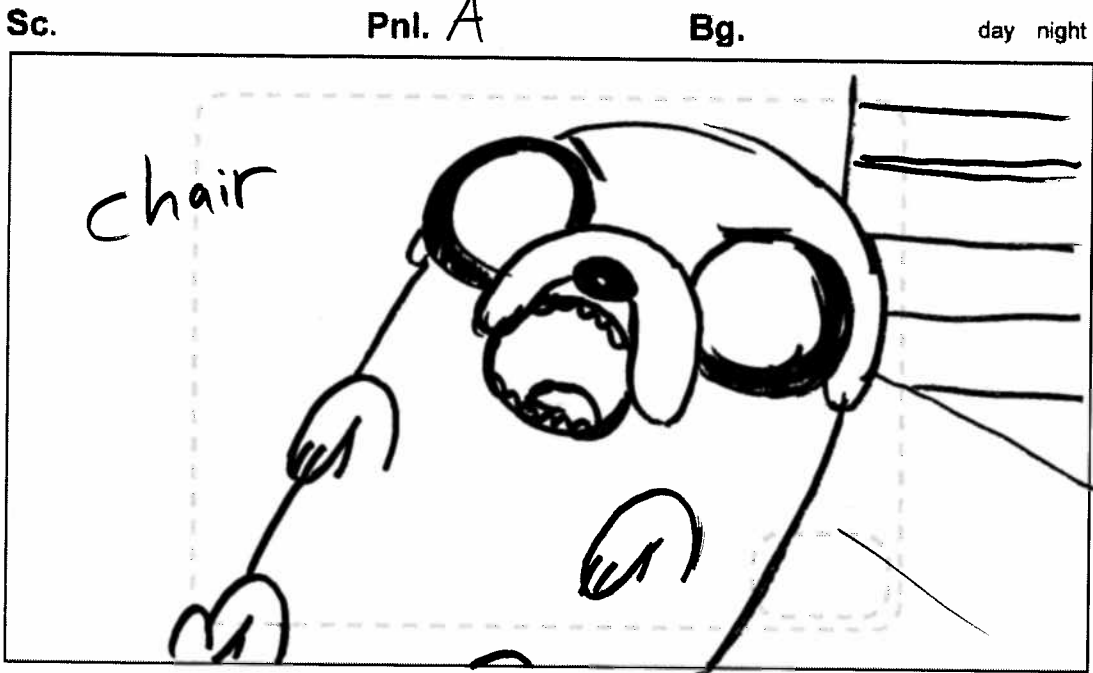
Dialog:	J: Noooooooo!!!	Eh?...
Action:	(Stops lifting shirt)	
Timing:		

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ADVENTURE TIME



Page 120



Dialog:	NO!	Hm?...
Action:	(lifts shirt a little more)	
Timing:		

EPISODE # 100860

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night

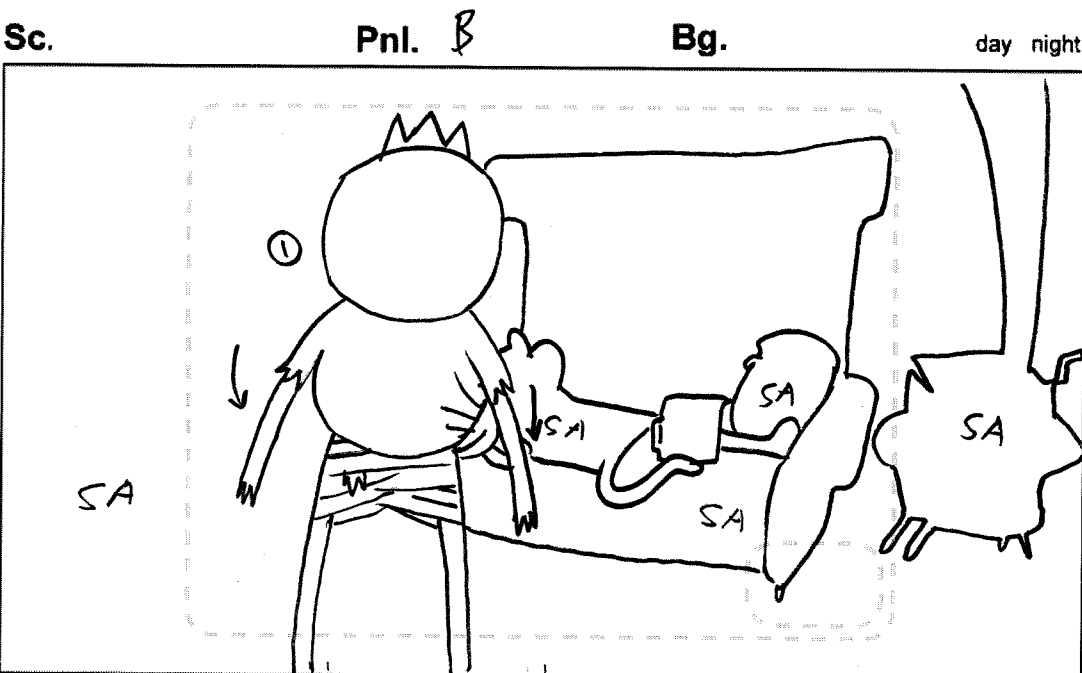
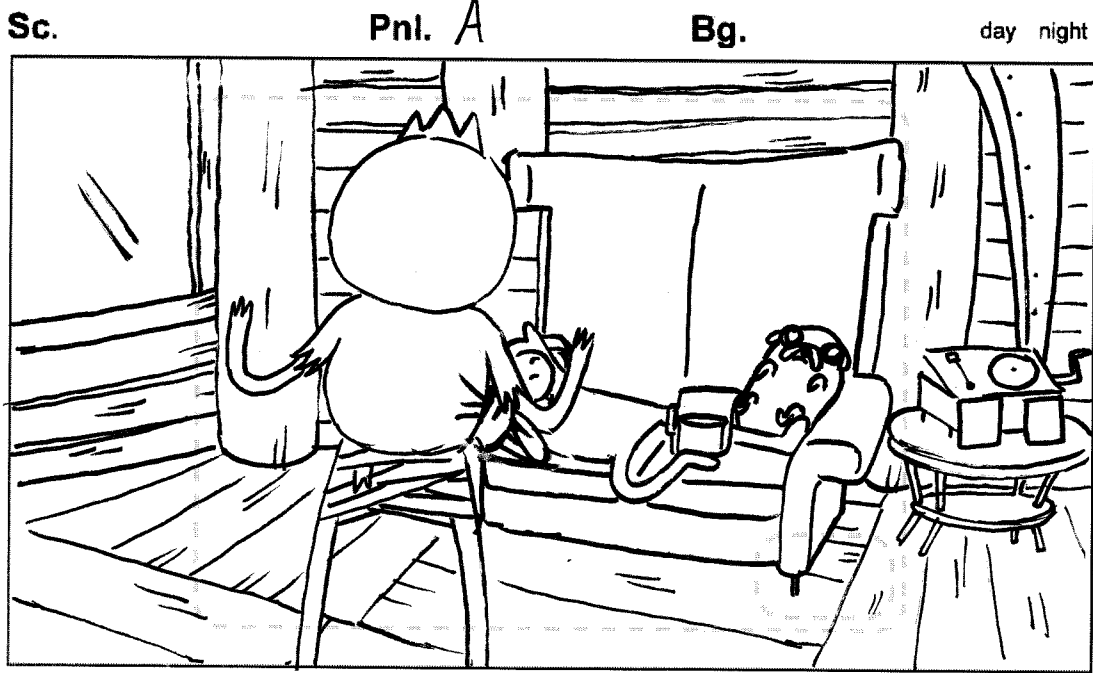


Dialog:	No! No! No! No! No!
Action:	(puts shirt down)
Timing:	

EPISODE # 100860
Production :

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ADVENTURE TIME



Dialog: IK: Okay okay...

Action: IK puts arms down and turns around.

Timing:

IK: we'll bond in another way

EPISODE # 100860

Production :

ADVENTURE TIME

Page 123

Sc.	Pnl.	Bg.	day	night
-----	------	-----	-----	-------

A photograph of a single sheet of white, lined notebook paper. The paper has horizontal blue ruling lines. In the center of the page, there is a large, hand-drawn black arrow pointing diagonally upwards and to the right. Below the arrow, the word "WIPE" is written in bold, black, capital letters. The paper is set against a dark background.

day night

Sc.

Pnl.

Bg.

day night

A black and white photograph of a rectangular metal cage with a grid of bars. The word "OUT" is written in large, bold, capital letters on the front bars. The cage is empty, and the background is a plain, light-colored wall.

Dialog:

Action:

Timing:

0
6
8
0
0
1

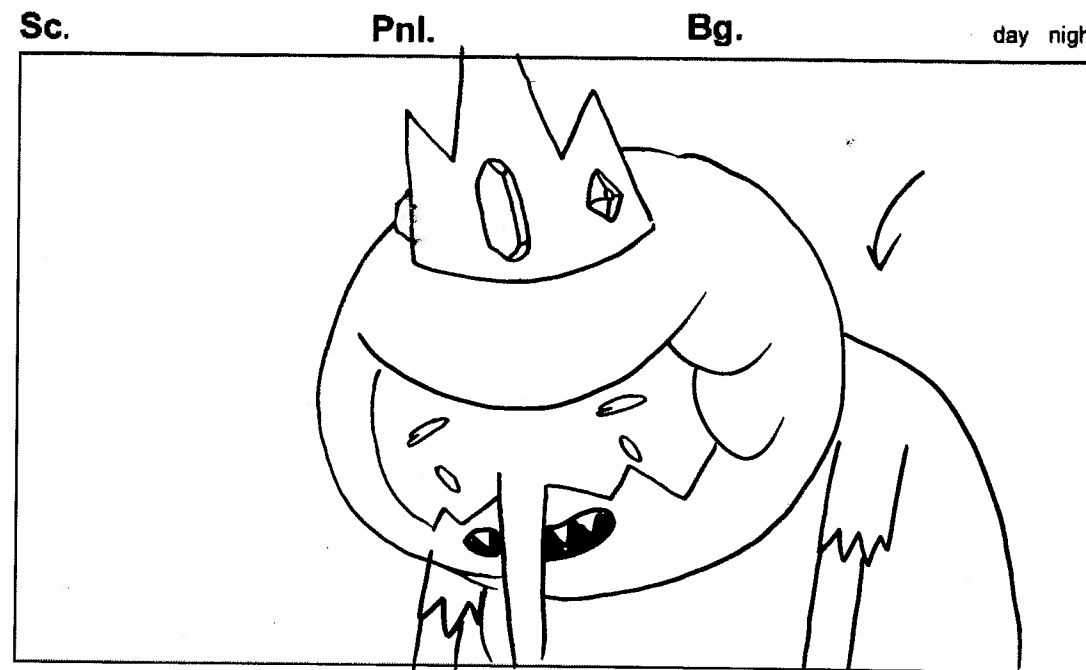
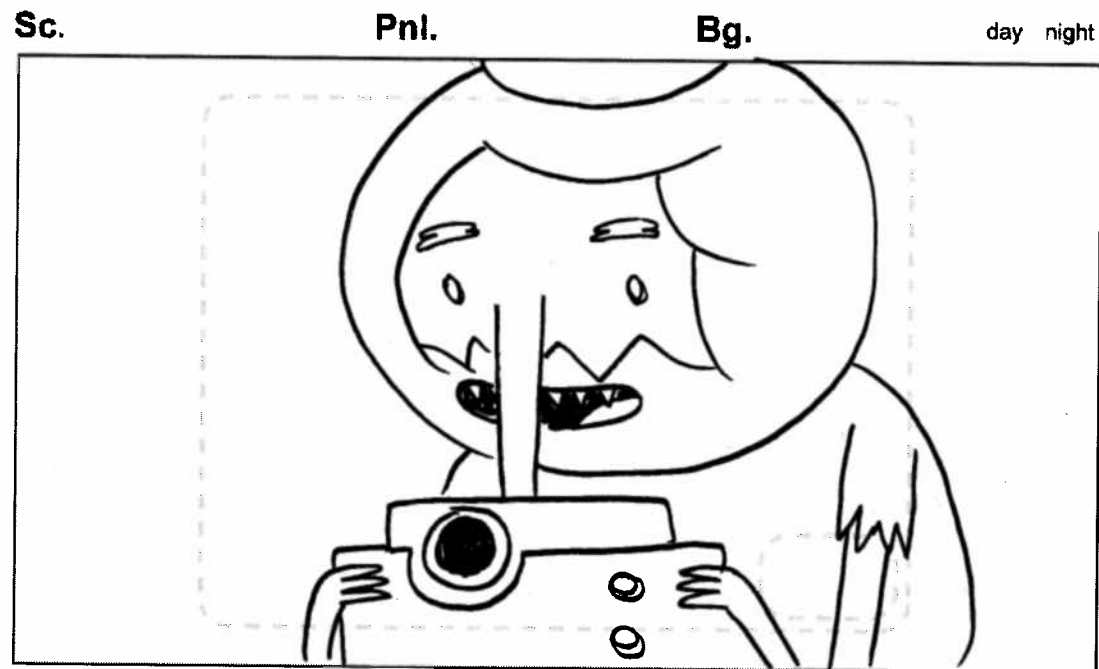
EPISODE #

Production :

ADVENTURE TIME



Page 124



Dialog:

IK: SO ...

Action:

Timing:

IK PUTS PROJECTOR DOWN

EPISODE # 100860

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: I FEEL LIKE Y'ALL MIGHT BE THINKIN'

Action:

Timing:

I'm JUST A TRAMP

Right

EPISODE #

Production :

100860

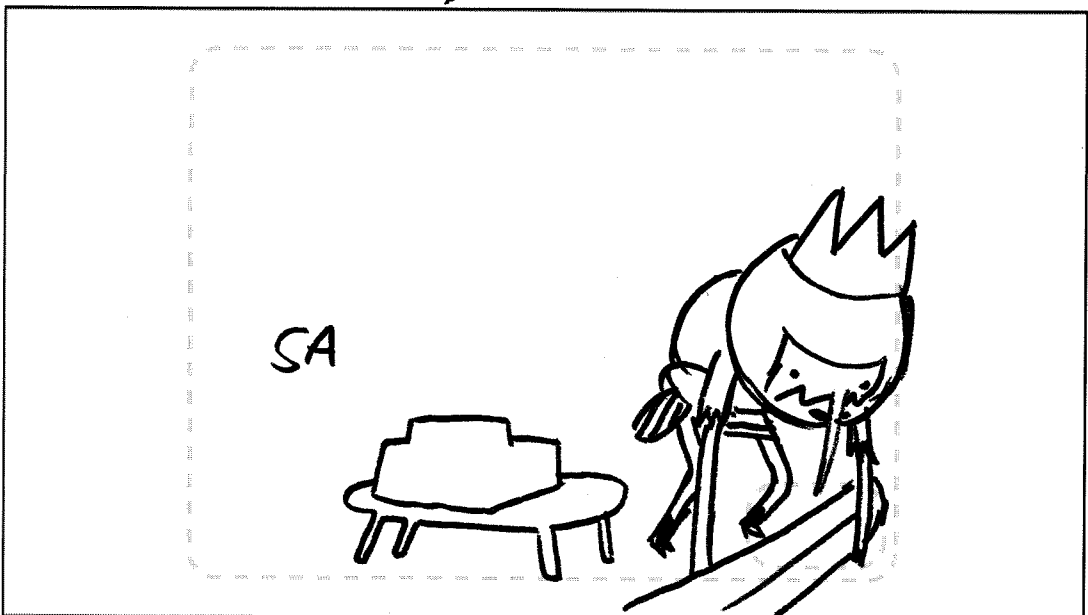
ADVENTURE TIME



Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog: HOUND DOBBIN AFTER PRINCESSES ALL THE TIME.

Action:

Timing:

EPISODE #

Production :

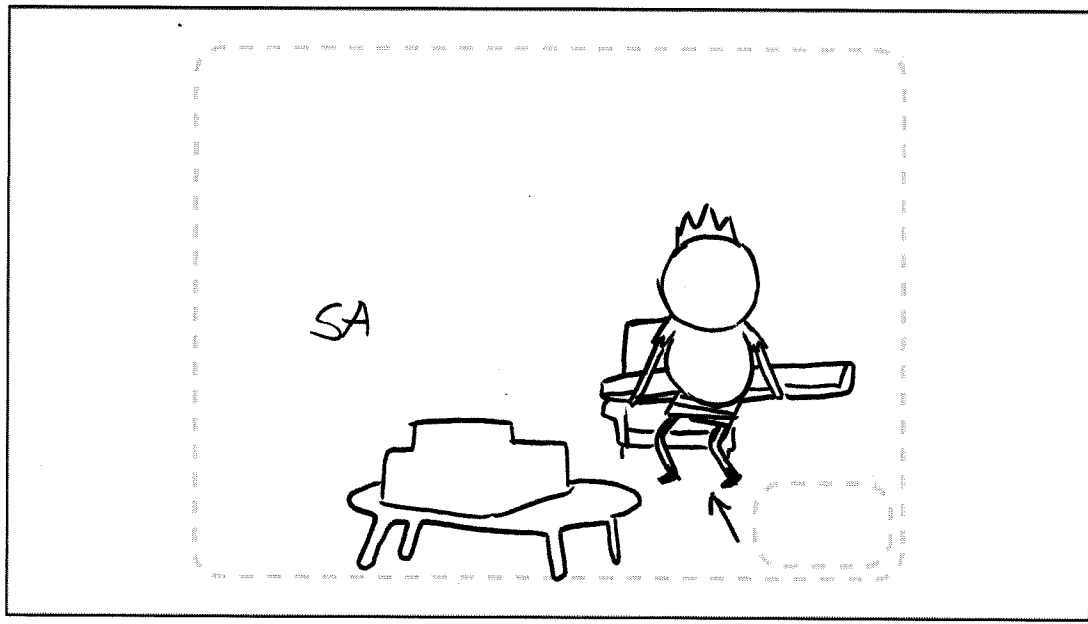
100860

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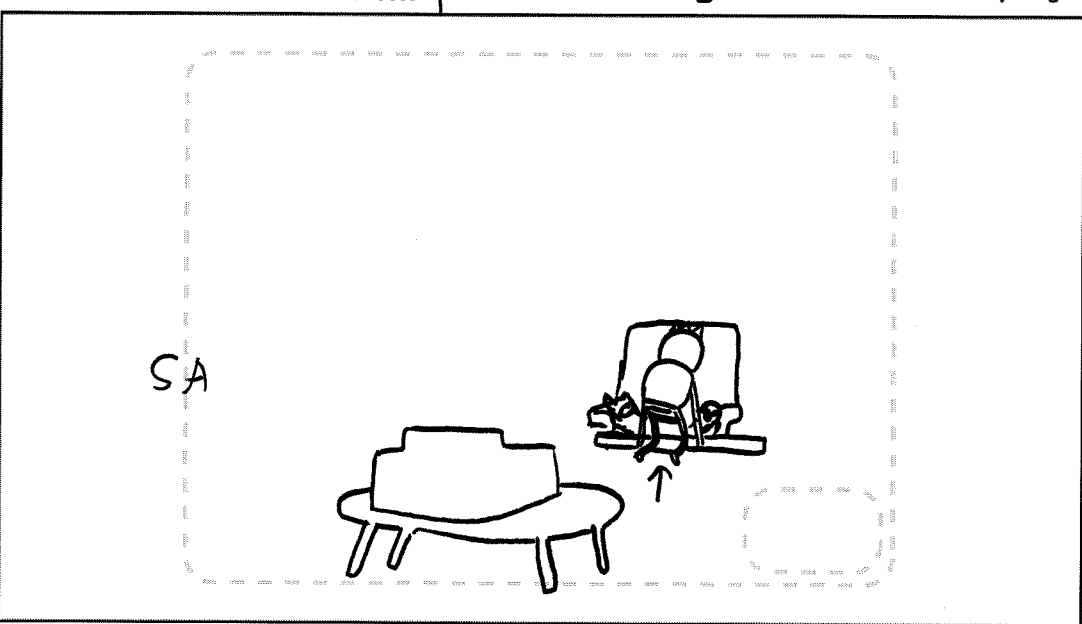
ADVENTURE TIME



Sc. Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:
Action: (carries screen) (IK puts down projector screen on the foot of chair)
Timing:

EPISODE #

100860

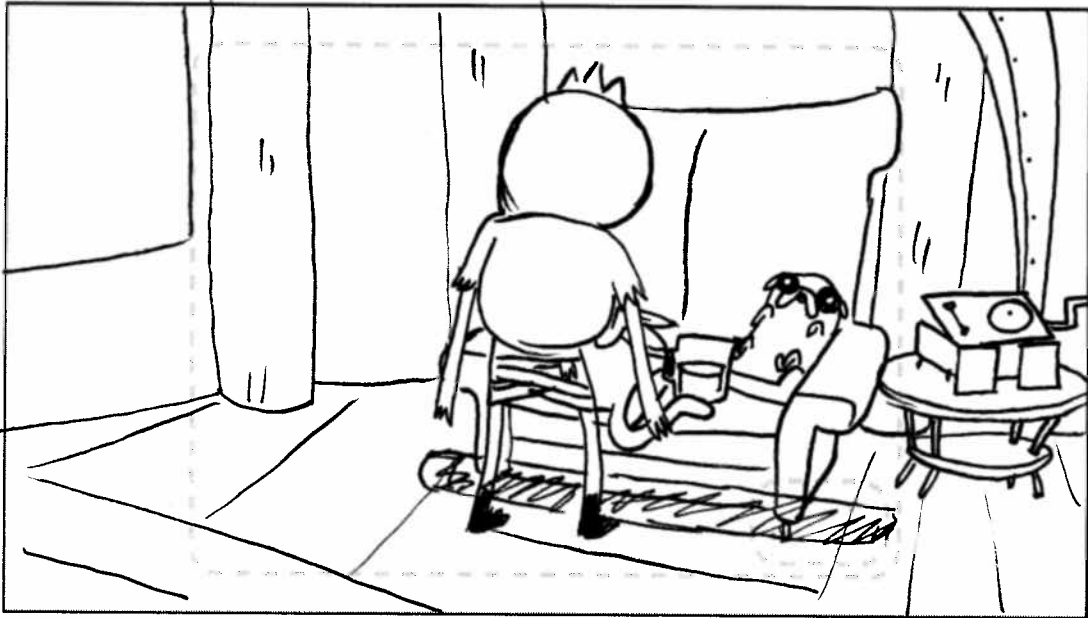
Production :

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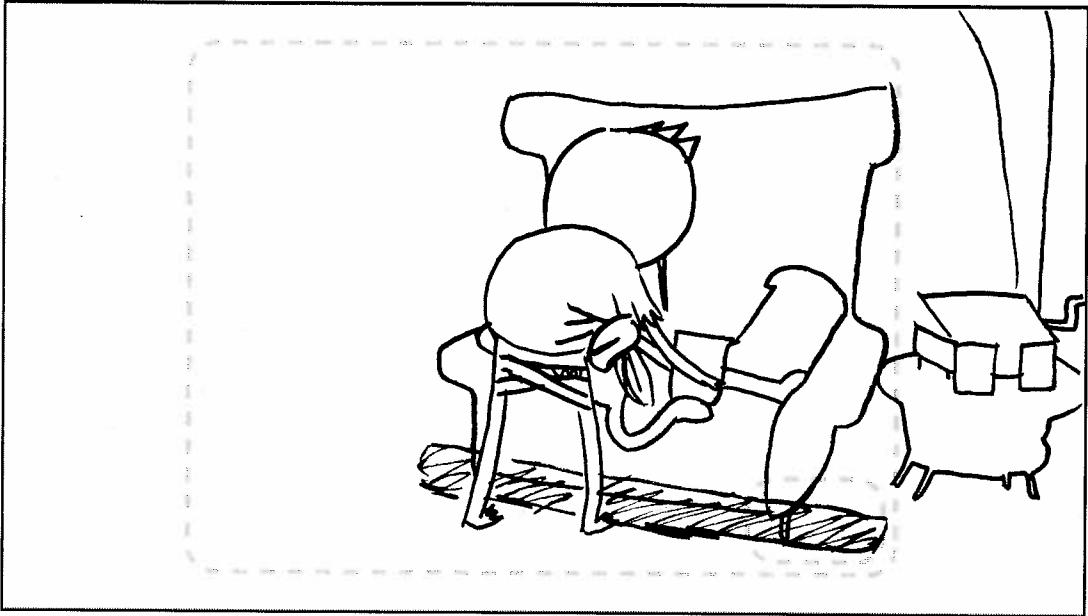
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

Timing:

SO, I WANTED TO SHOW
YOU something telling
of my soul.

(IK

EPISODE #

100860

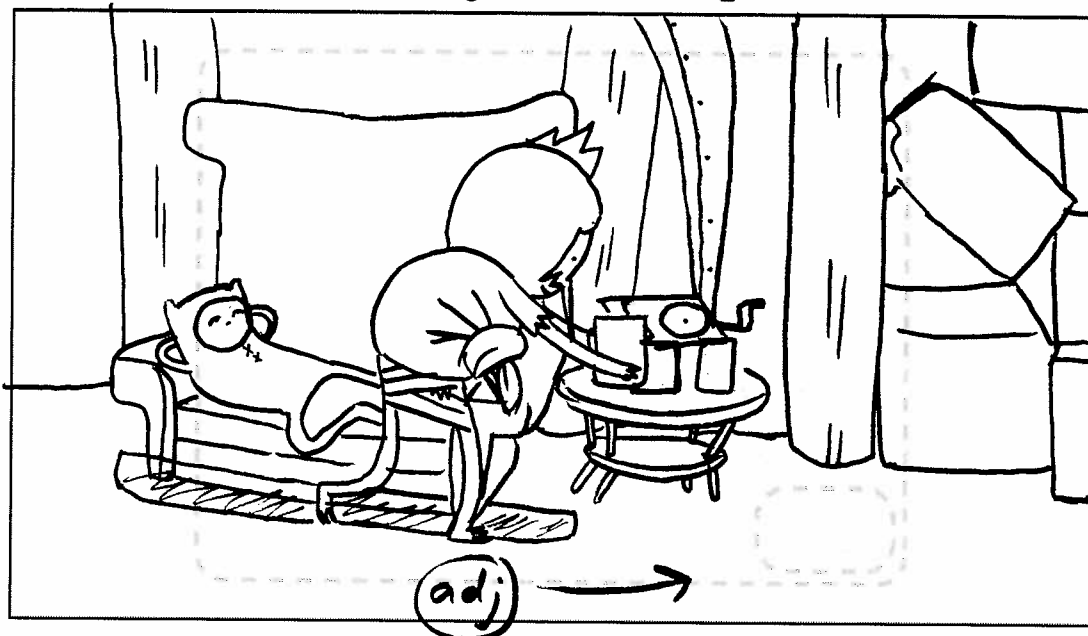
Production :

ADVENTURE TIME

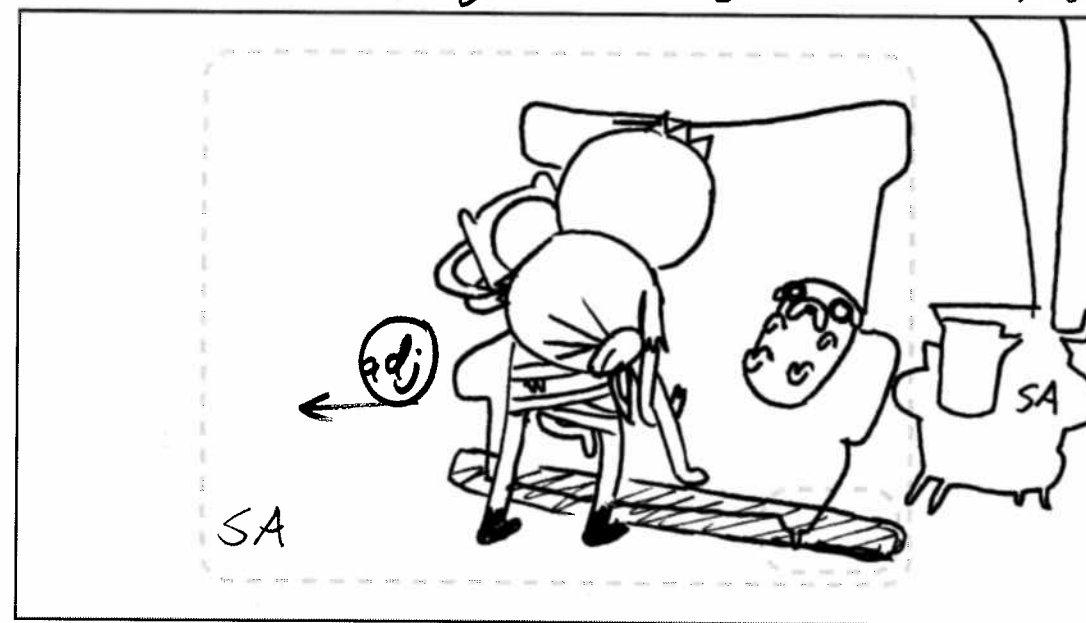


Page 129

Sc. **Pnl.** *C* **Bg.** day night



Sc. Pnl. D Bg. day night



Dialog:

Action:

(Ik places pitcher on table)

(Ik picks up finn)

Timing:**EPISODE #**

Production :

68

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ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:

Action:

Timing:

EPISODE #

100860

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

Something that shows
you what lights

Action:

Timing:

THE FIRE OF MY passion.

..

Production :

EPISODE #

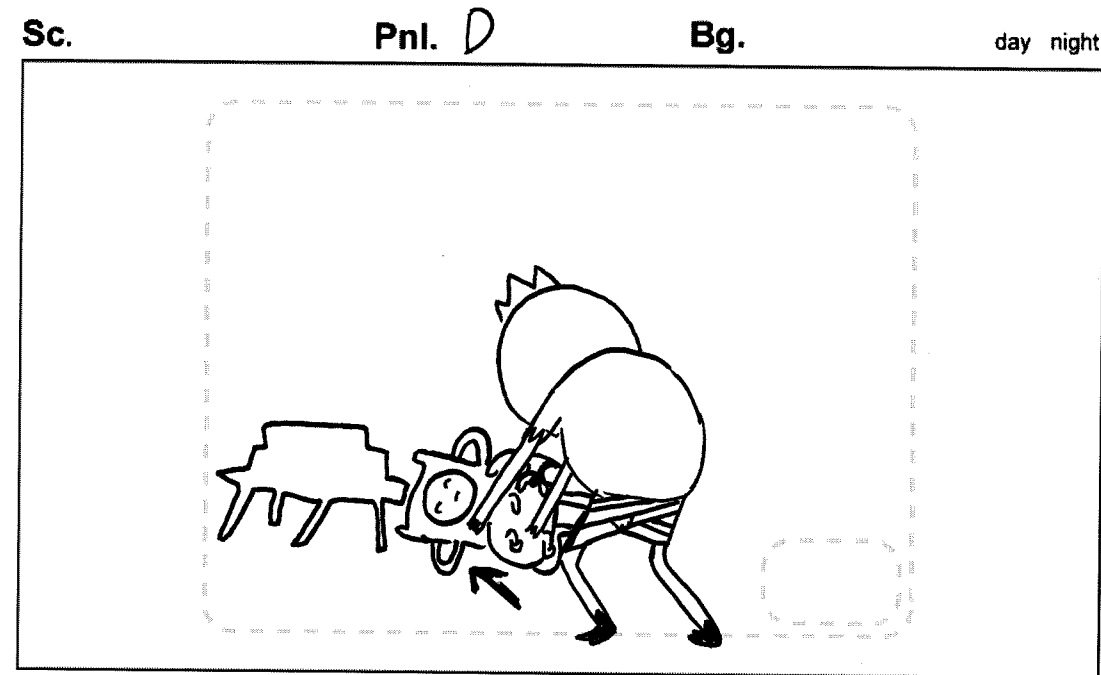
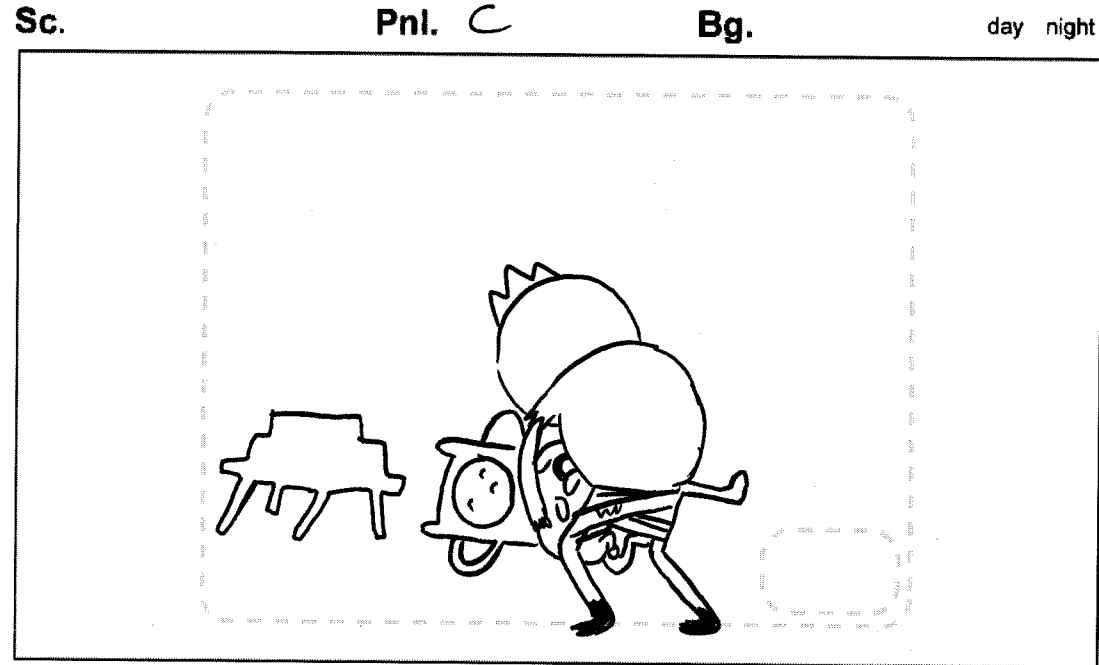
Production :

100860

ADVENTURE TIME



Page 132



Dialog: IK :

Action:

Timing: 1

(Ik scoots Finn + Jake)

EPISODE # 100860

Production :

ADVENTURE TIME

Page 133

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

x

X

Dialog:

(BEAT)

115

1 take artful black and white photographs of my penguin's body parts.

Action:

Timing:

EPISODE #

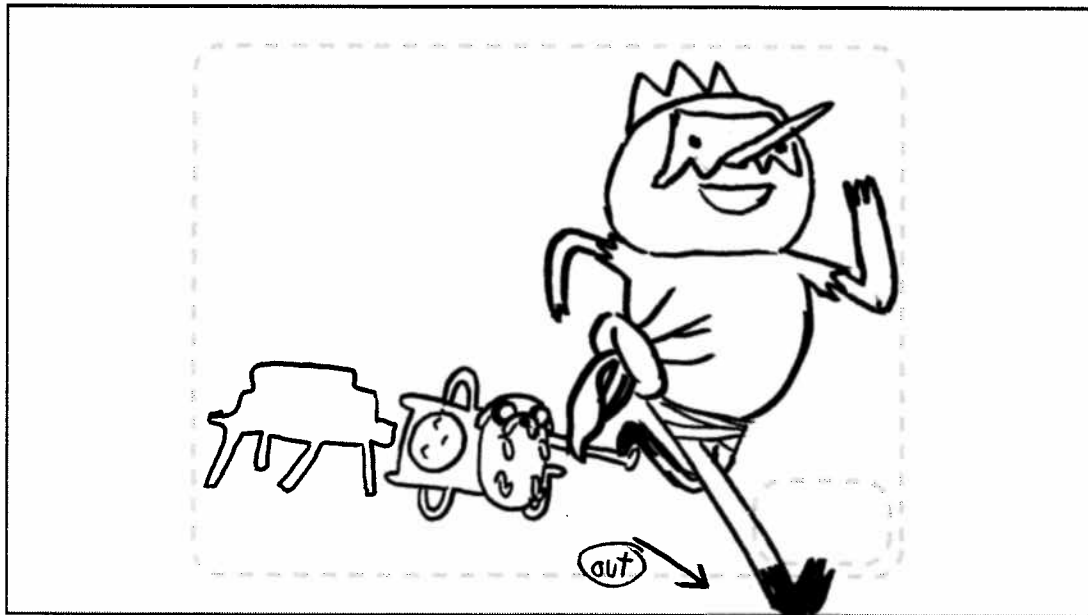
1080

Production :

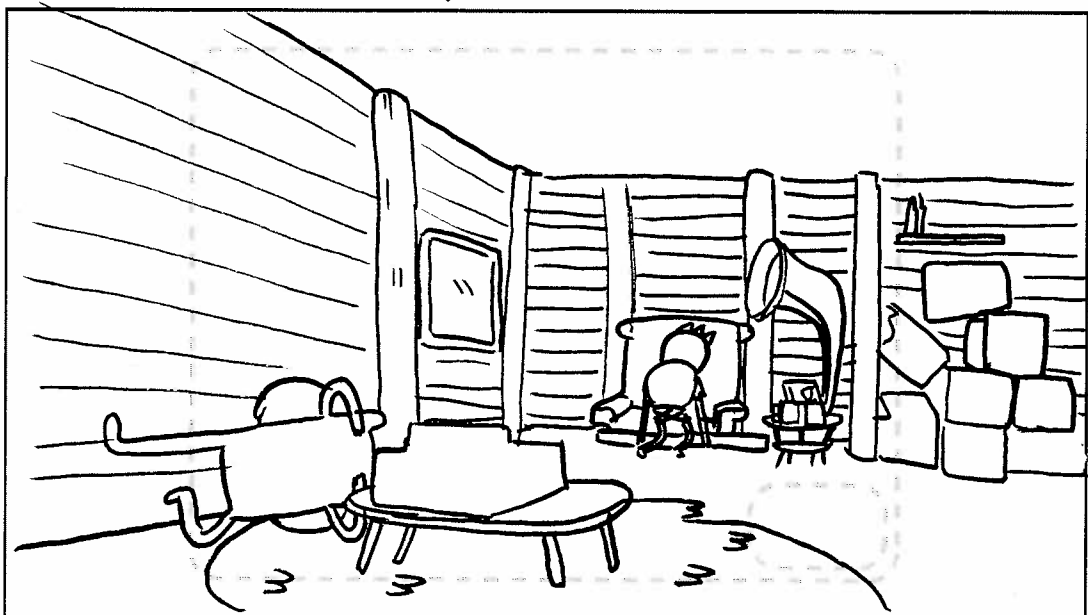
ADVENTURE TIME



Sc. Pnl. E Bg. day night



Sc. Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

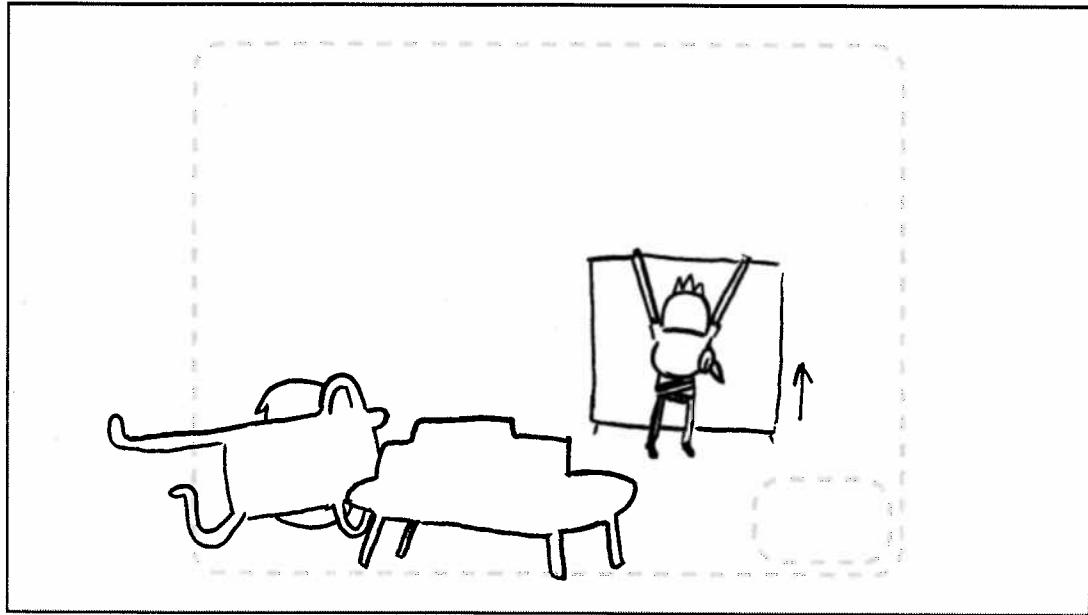
100860
60

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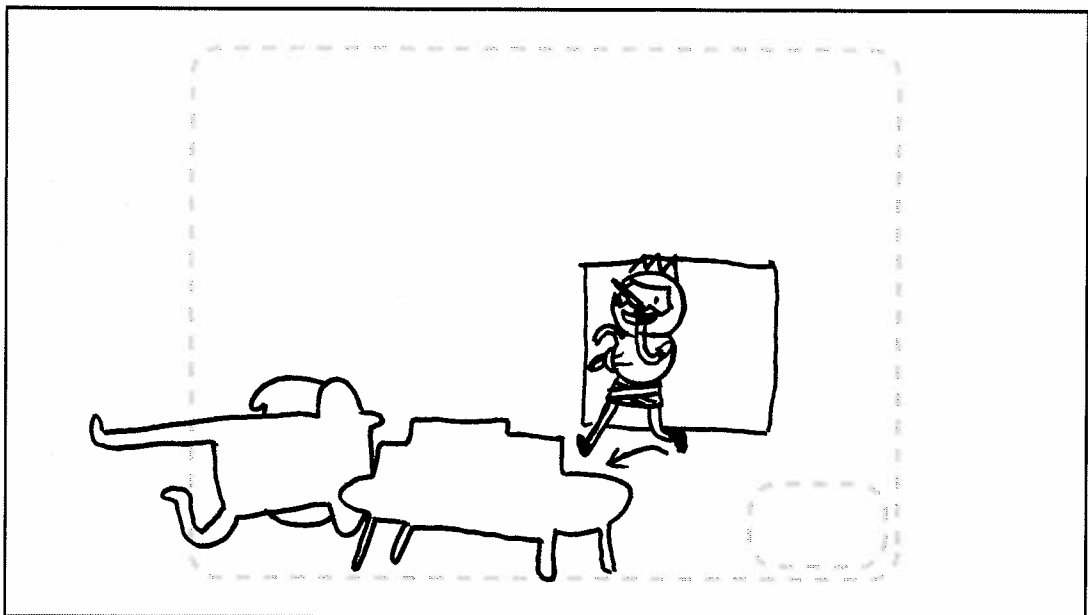
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:
Action: (IK setup screen) (IK runs back)
Timing:

EPISODE # 100860
Production :

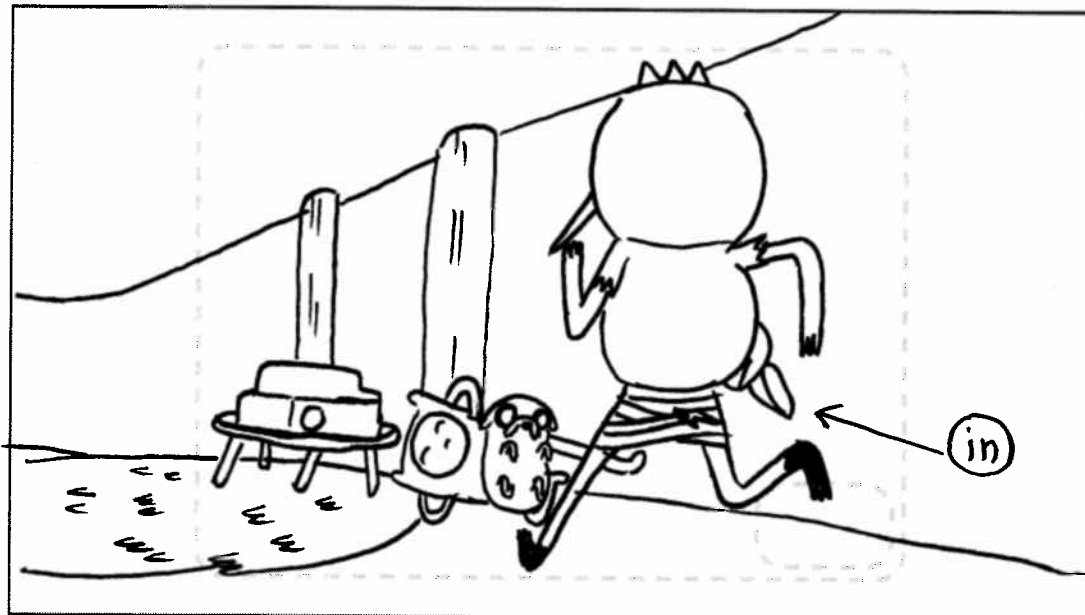
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ADVENTURE TIME

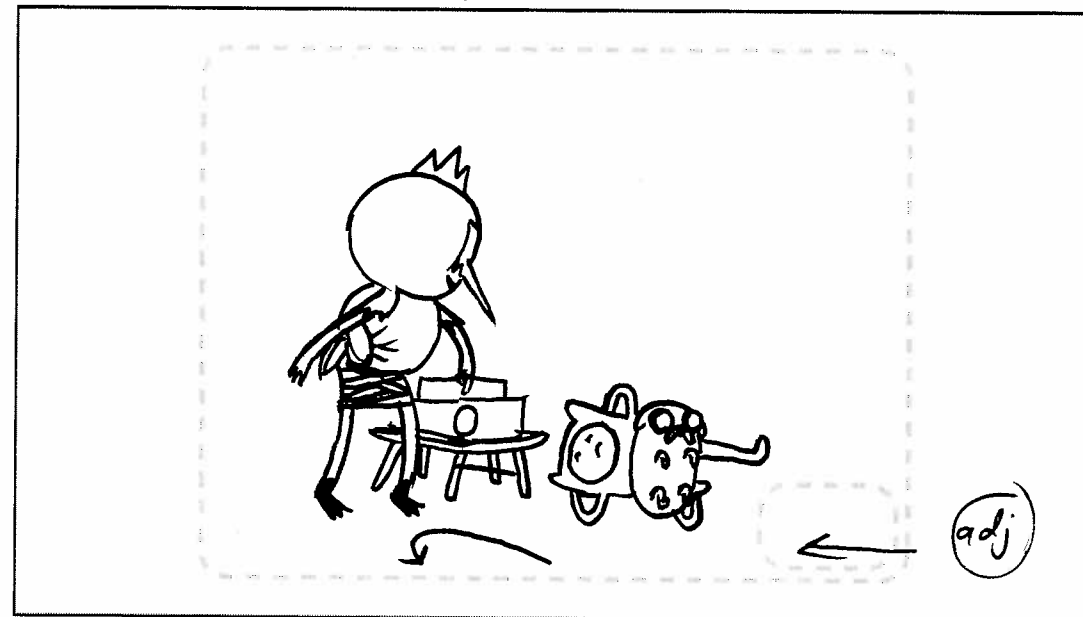


Page 136

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

100860

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ADVENTURE TIME



Sc.	Pnl. <u>C</u>	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action:
Timing:

EPISODE # 100860
Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action:
Timing:

Production : 100860 EPISODE #

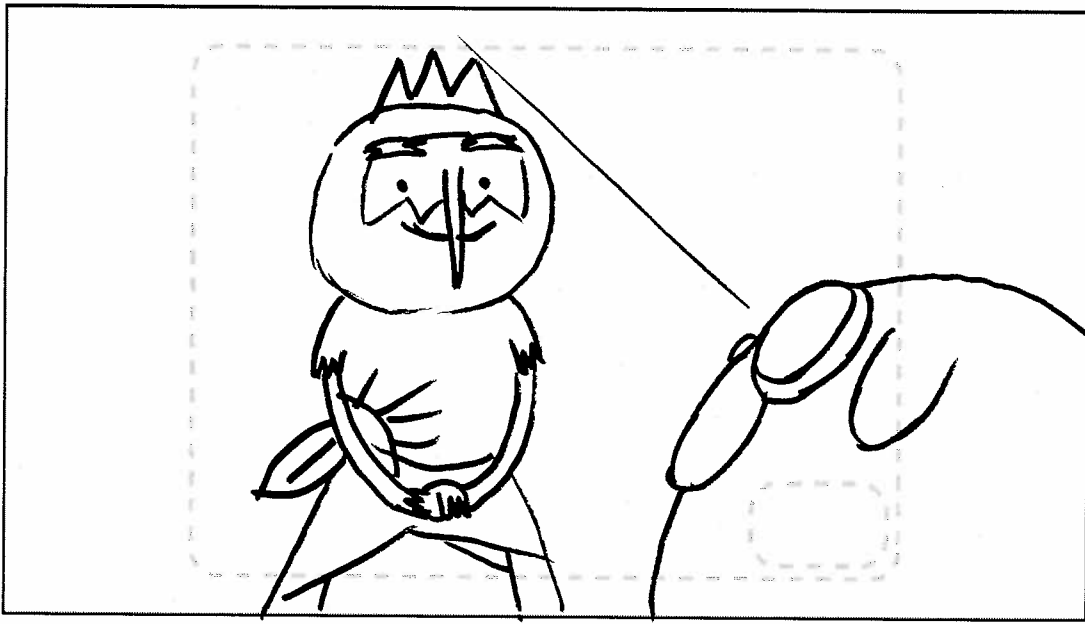
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ADVENTURE TIME

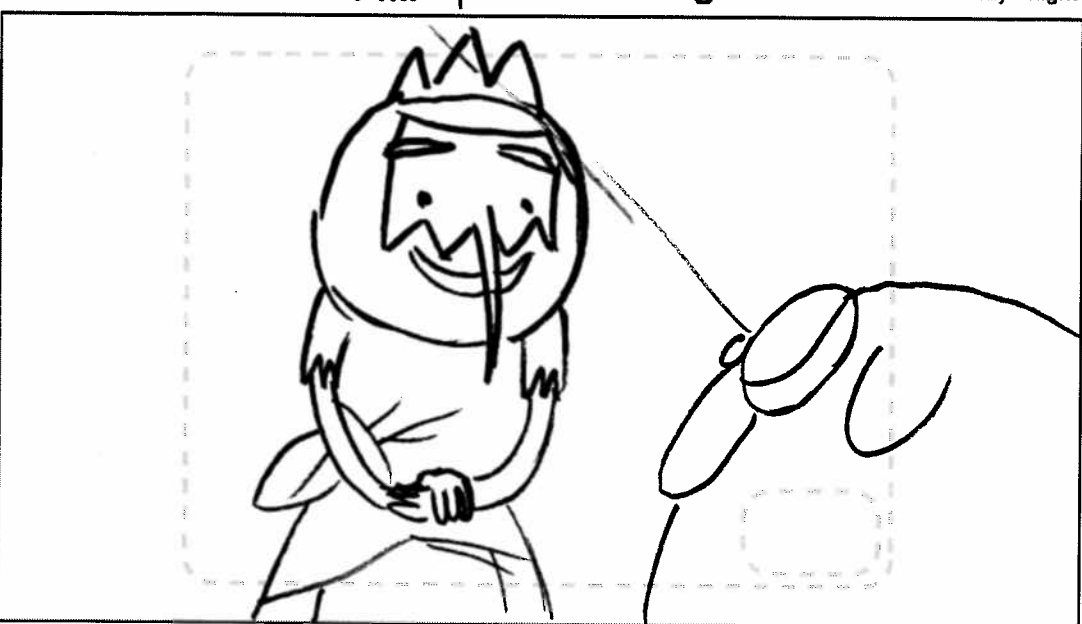


Page 139

Sc. Pnl. E Bg. day night



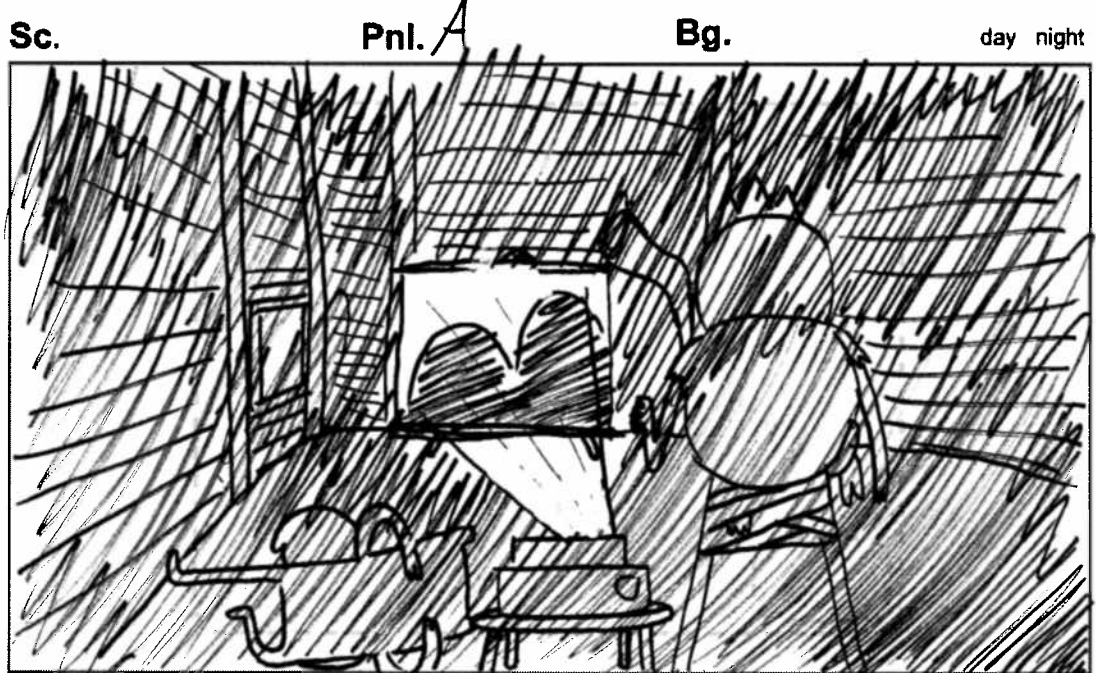
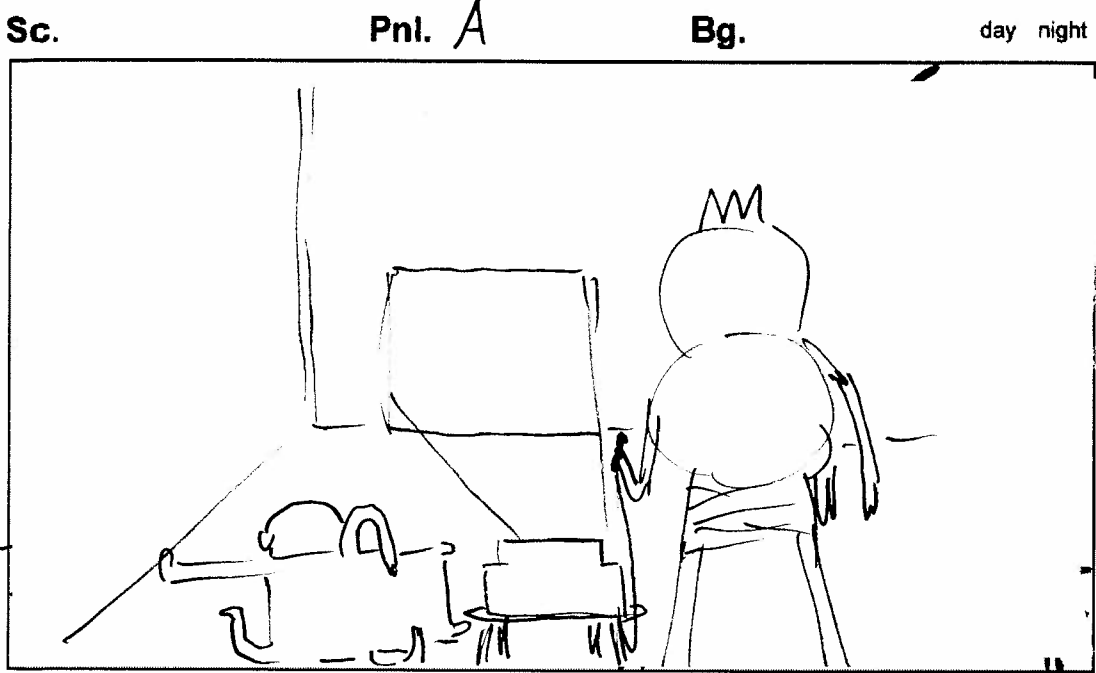
Sc. Pnl. F Bg. day night



Dialog:	IK: photography is art.	IK: ... and it's respected by artists.
Action:		
Timing:		

EPISODE # 100860
Production :

ADVENTURE TIME



Dialog: ~~IK:~~ (SFX) *click* s -- IK: I decided to do Black and White...

Action: (IK's left hand holding clicker)

Timing:

EPISODE # 100860

Production :

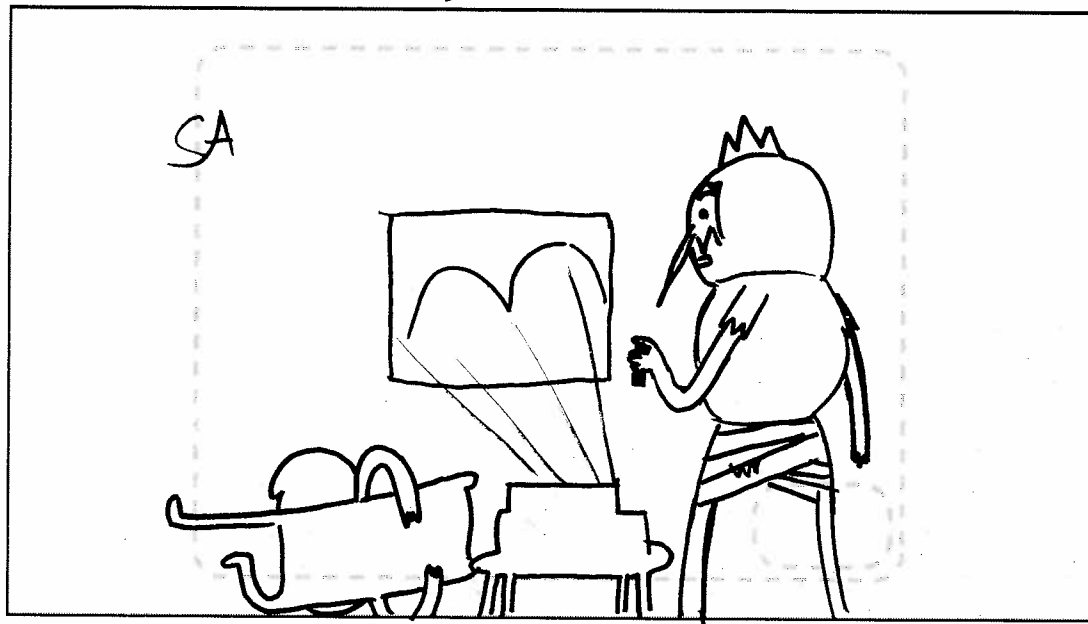
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ADVENTURE TIME



Page 141

Sc. Pnl. B Bg. day night

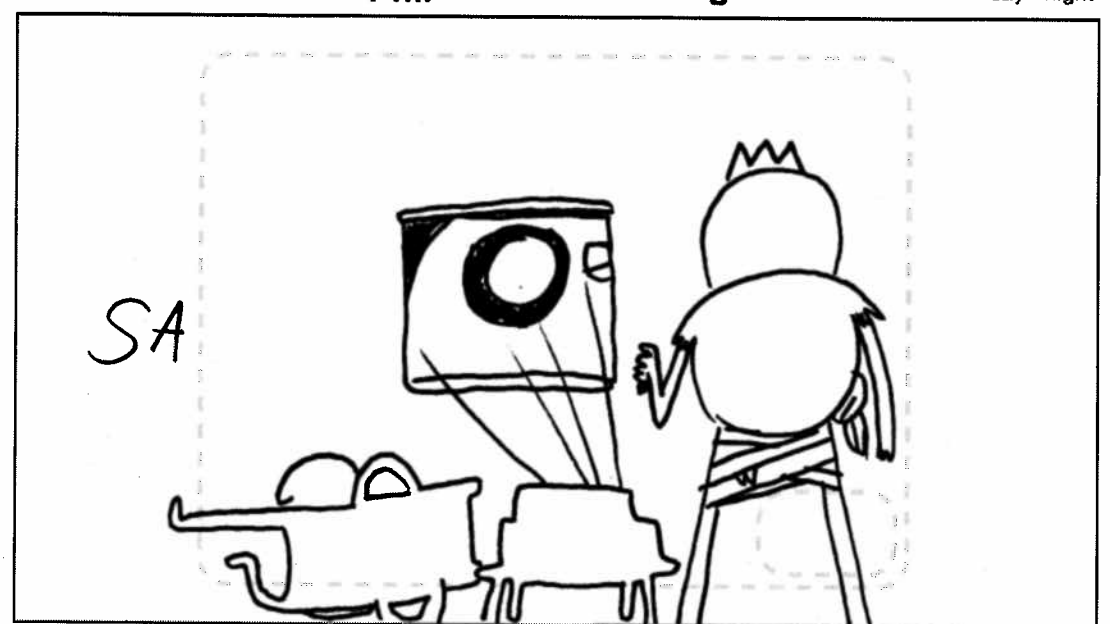


Dialog: IK: As a commentary on the duality of Penguins.

Action:

Timing:

Sc. Pnl. C Bg. day night



Okay... first one... see how Gunter is staring into the camera, he's breaking the fourth wall, challenging the viewer to acknowledge his existence. IT SAYS "HERE I AM. LOOK AT ME, ACCEPT ME."

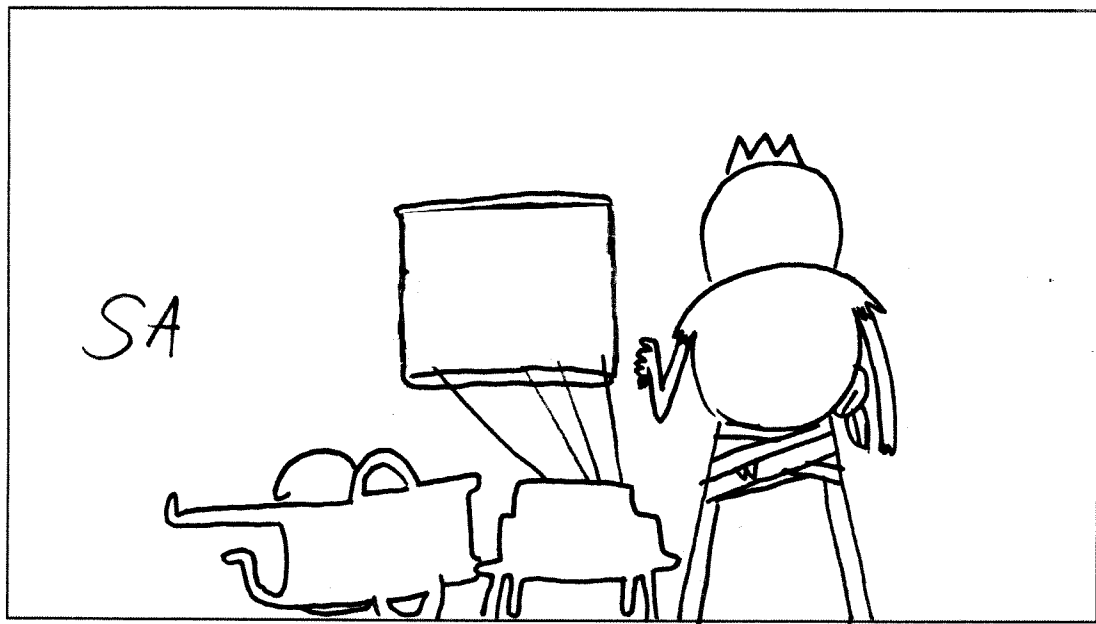
EPISODE # 100860
Production :

ADVENTURE TIME

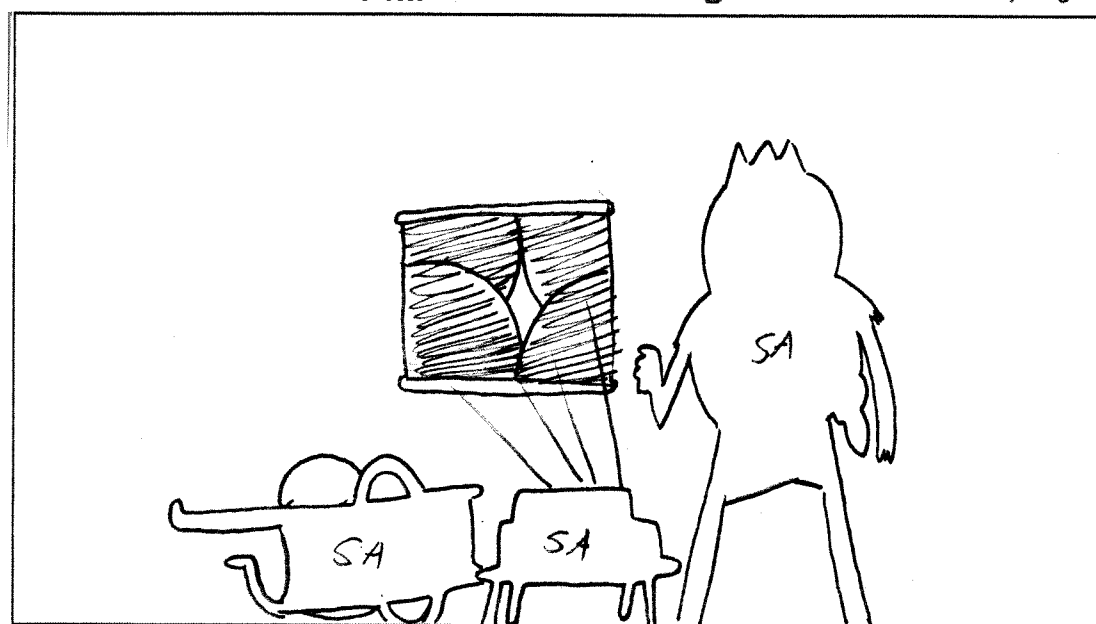


Page 142

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: sfx : >, CLICK =

Action: 1. - IK CLICKS BUTTON
2. - SLIDE/IMAGE CHANGES

Timing:

① ②

okay second one... these are my penguin's heads touching... It's a juxtaposition of both the body and the brain, composed in an almost operatic manner. You can almost hear music.

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Production :

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ADVENTURE TIME



Page 143

Sc.	Pnl. D	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:		
	Sfx: :CLICK:	IK:
Action:	IK CLICKS CLICKER.	THIS IS A HAUNTING IMAGE OF A PENGUIN FIN, LOOK AT HOW IT PENETRATES THE NEGATIVE SPACE. IT'S RAW AND AGGRESSIVE. (SLIDE CHANGES TO IMAGE OF UP CLOSE PENGUIN FIN)
Timing:		

EPISODE # 100860

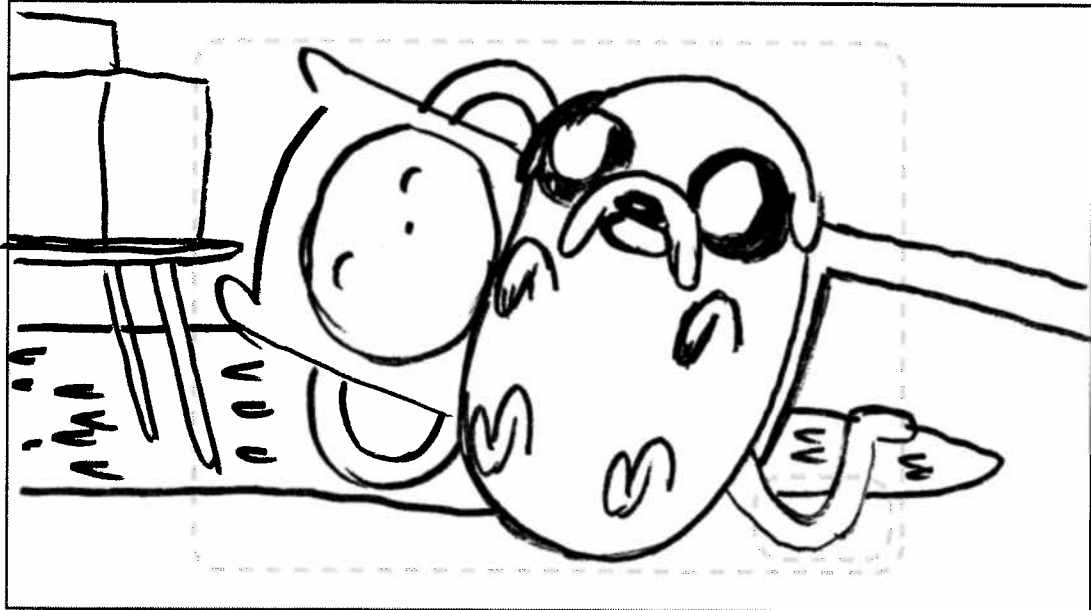
Production :

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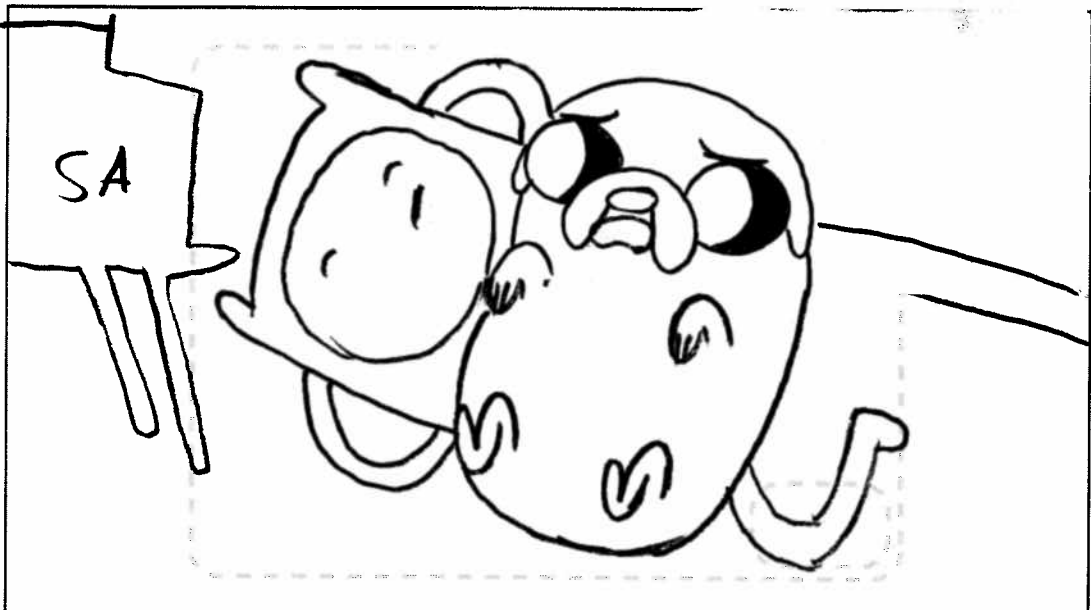
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: J: AGH! I can't take this anymore!
IK(D.S.) sfx:click: ...

Action:

Timing:

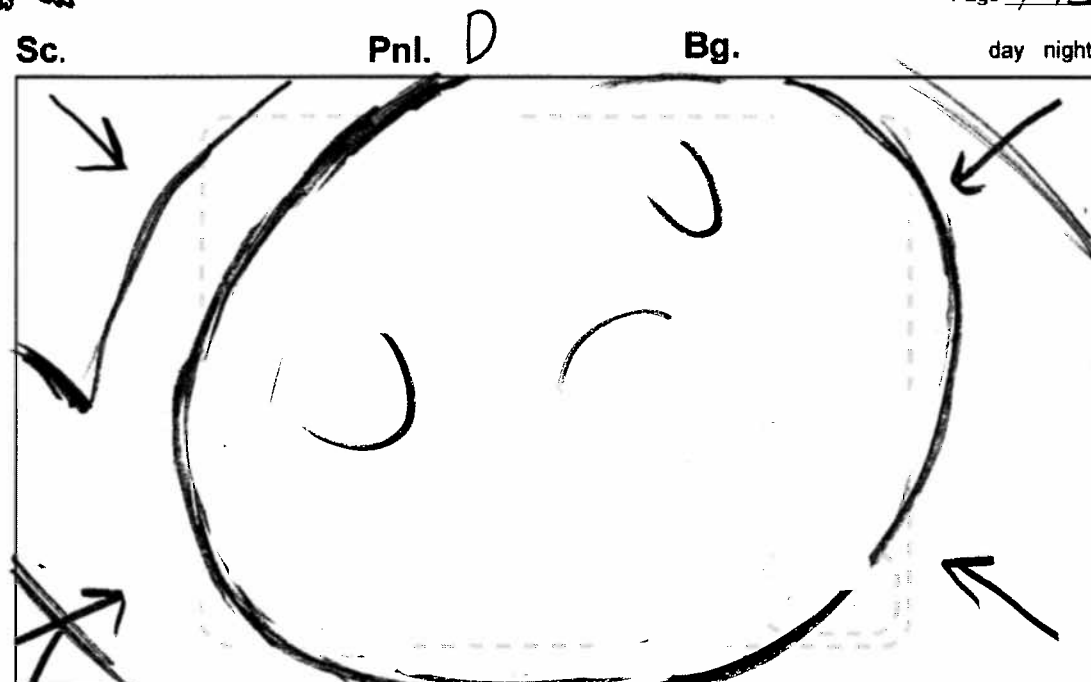
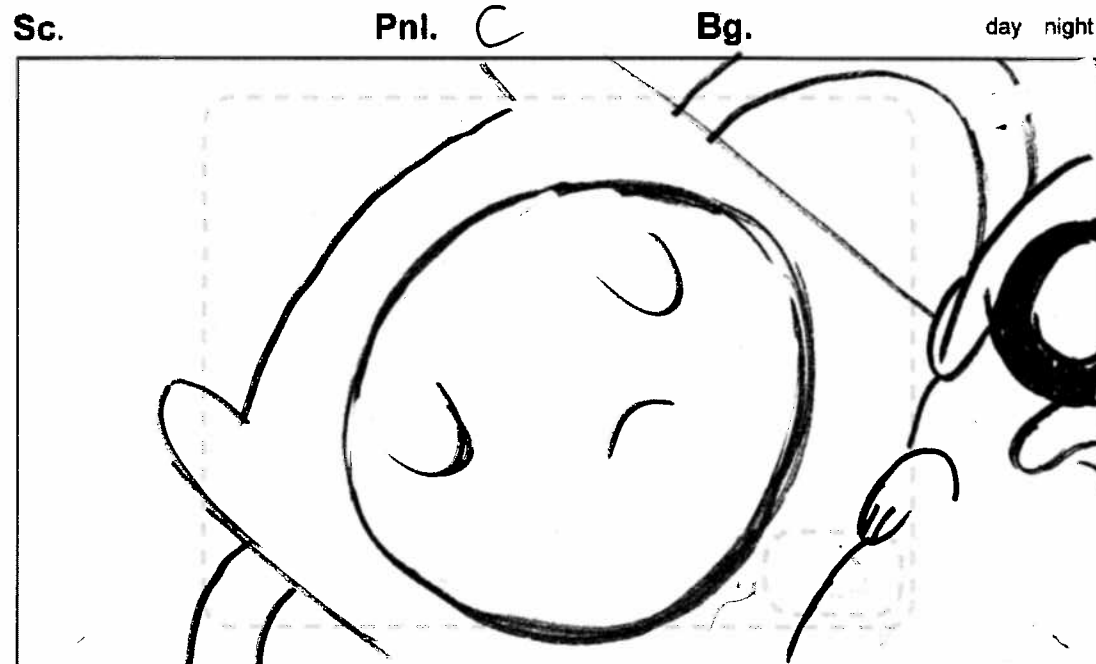
J: DANGIT FINN, what are you doing in there?

EPISODE # 100860
Production :

ADVENTURE TIME



Page 145



Dialog:

Action:

CUT TO FINN'S
FACE

TRUCK IN

Timing:

Production :

EPISODE #

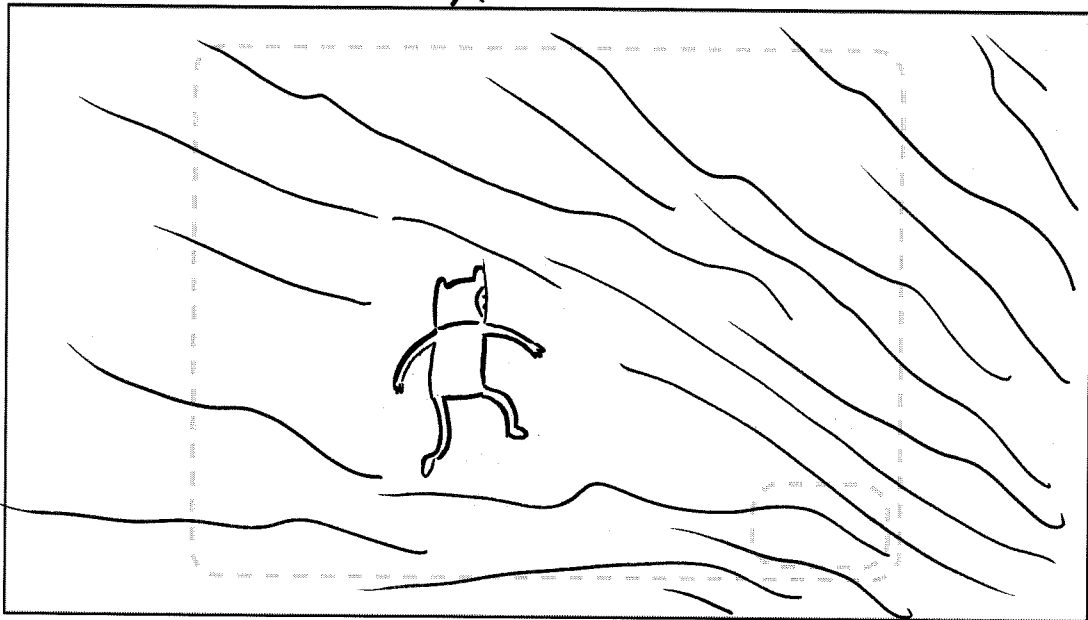
100860

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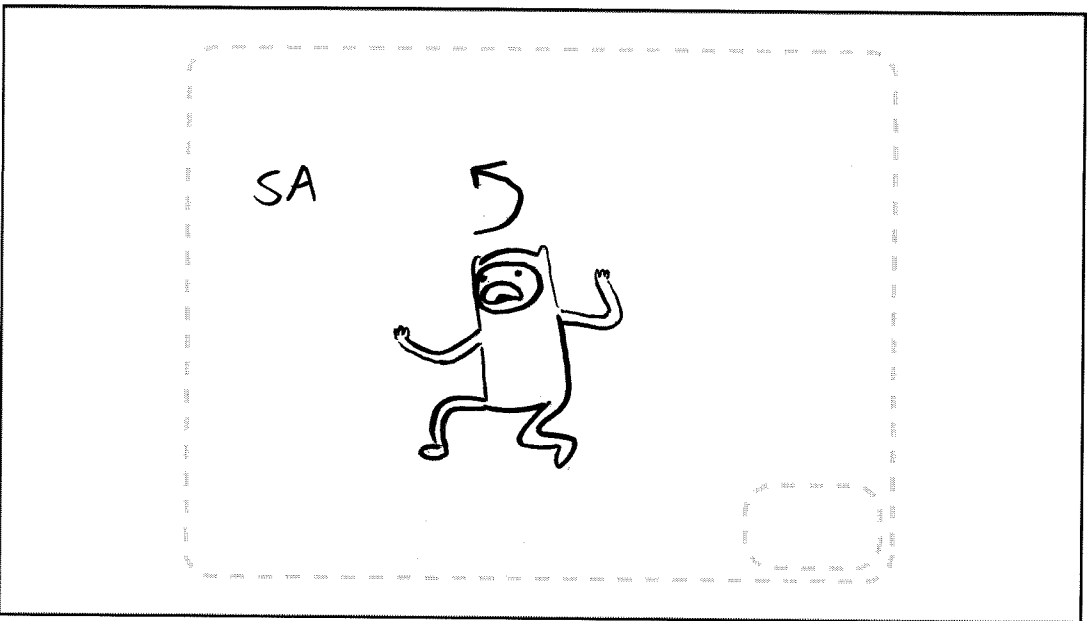
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

(Finn's mind)

Timing:

(F) ASTRAL BEAST!

EPISODE #

100860

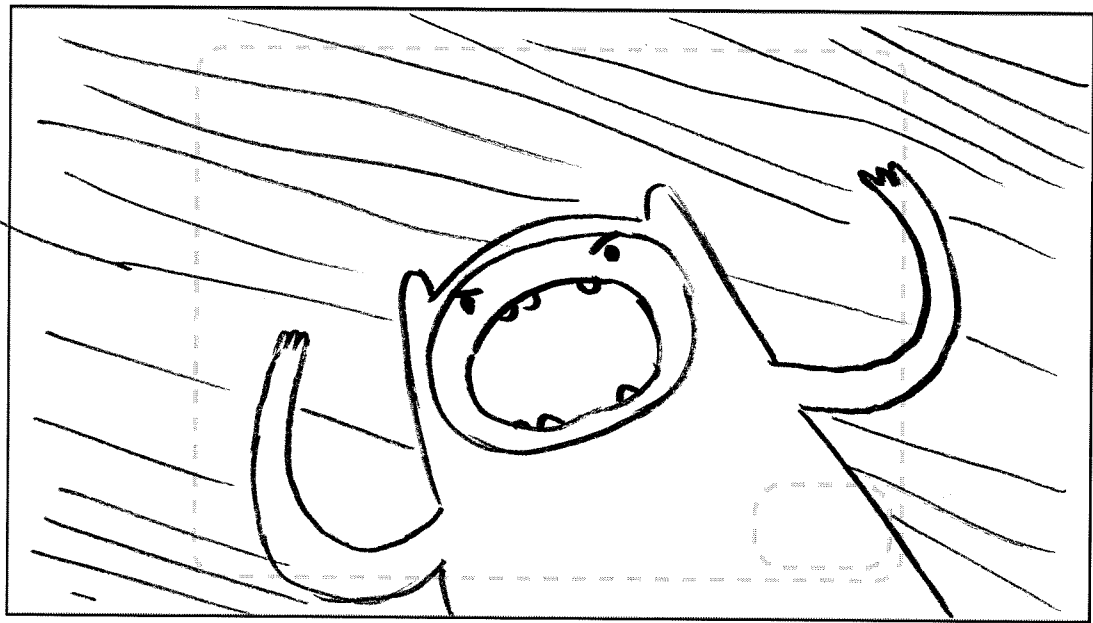
Production :

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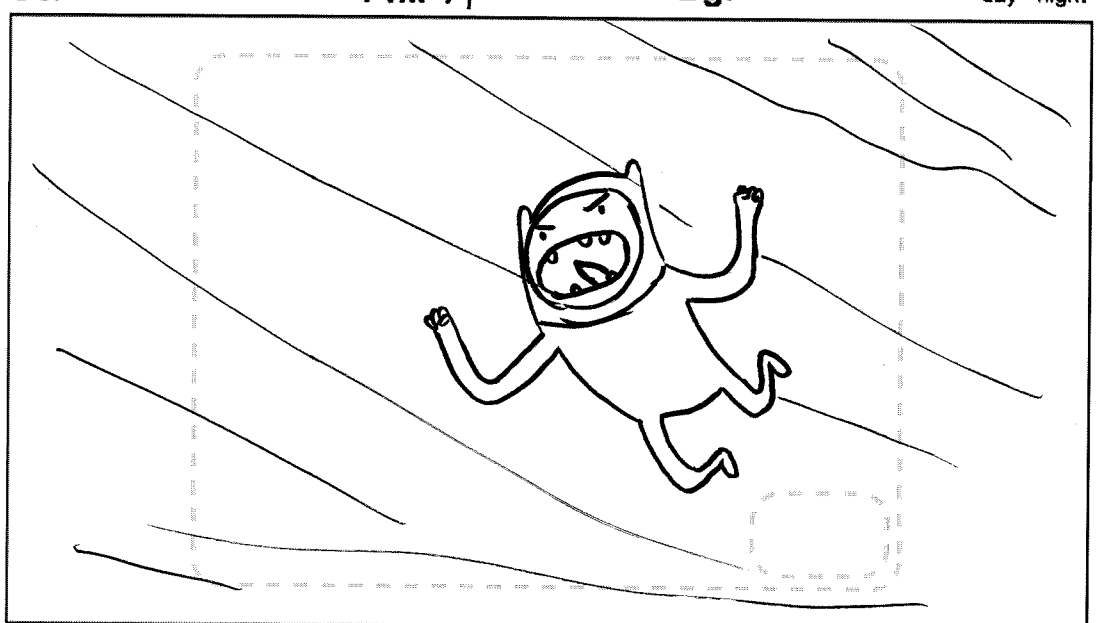
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	Where are you!!!
Action:	
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



Page 148

Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	you come here NOWWWWW !!!!!	⑤ WEEEEEE!
Action:	FINN TWIRLS TO SCREEN RIGHT	
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

DISSOLVE
BACK.

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

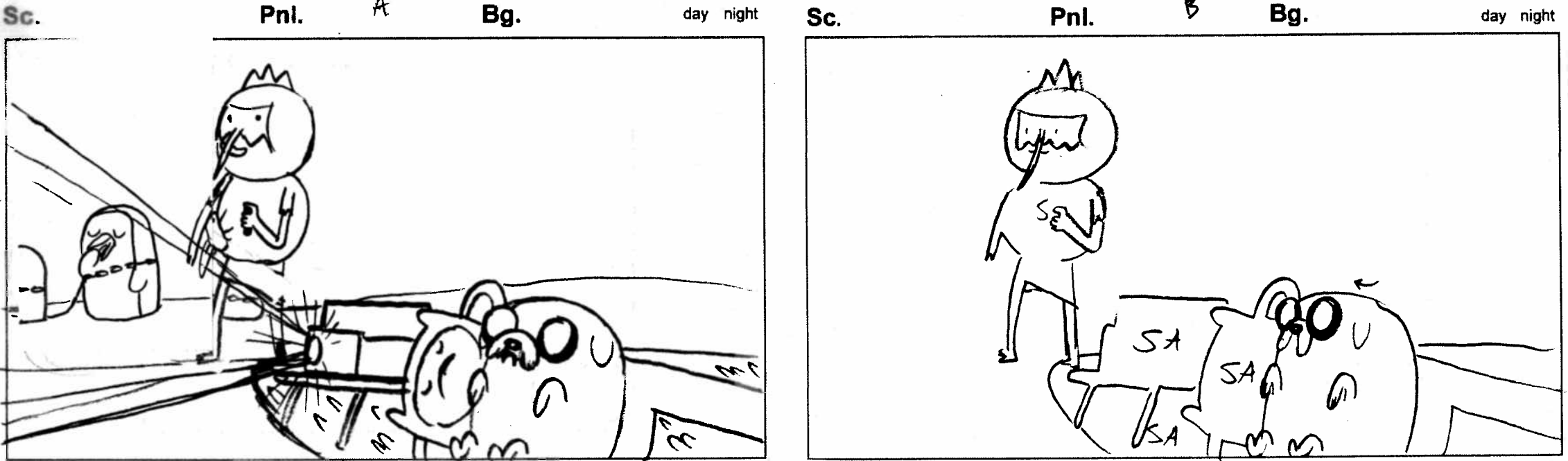
J: (LONG QUIET GROAN...)
K: (O.S.) Yeah, I've thought about
it a lot and

EPISODE # 100860
Production :

ADVENTURE TIME



Page 150



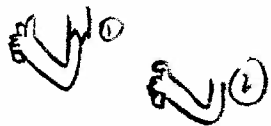
Dialog:
HAVING A LITTLE GALLERY
SHOW MIGHT BE NICE...

Action:

Timing:

SFX: >, CLICK <

ICE KING CLICKS
CLICKER



EPISODE #

100860

Production :

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ADVENTURE TIME



Page 131

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
IK: A LITTLE CHEESE, A
LITTLE WINE

Action:

Timing:

IK... COULD BE NICE, Y'KNOW?

EPISODE #

Production :

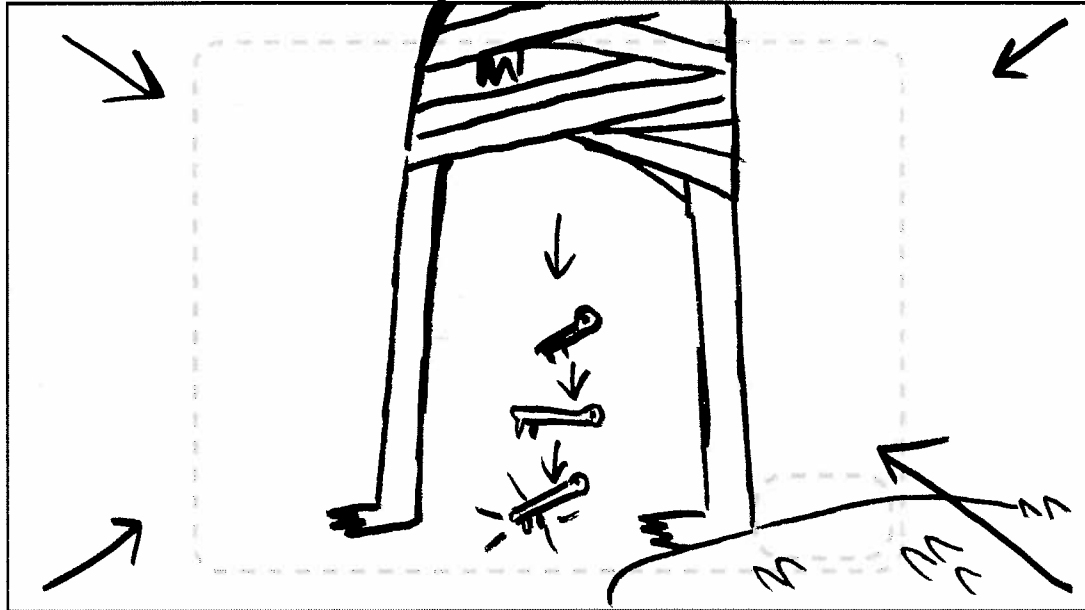
100860

ADVENTURE TIME



Page 152

Sc. Pnl. D Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

SFX: TING

IK:(U.S.) I COULD MAYBE BRING A VEGGIE-PLATE...

J: (whisper) key.....

Action:

KEY HITS GROUND.

I THINK PEOPLE WOULD APPRECIATE THAT...

Timing:

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Production :

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ADVENTURE TIME



Page 153

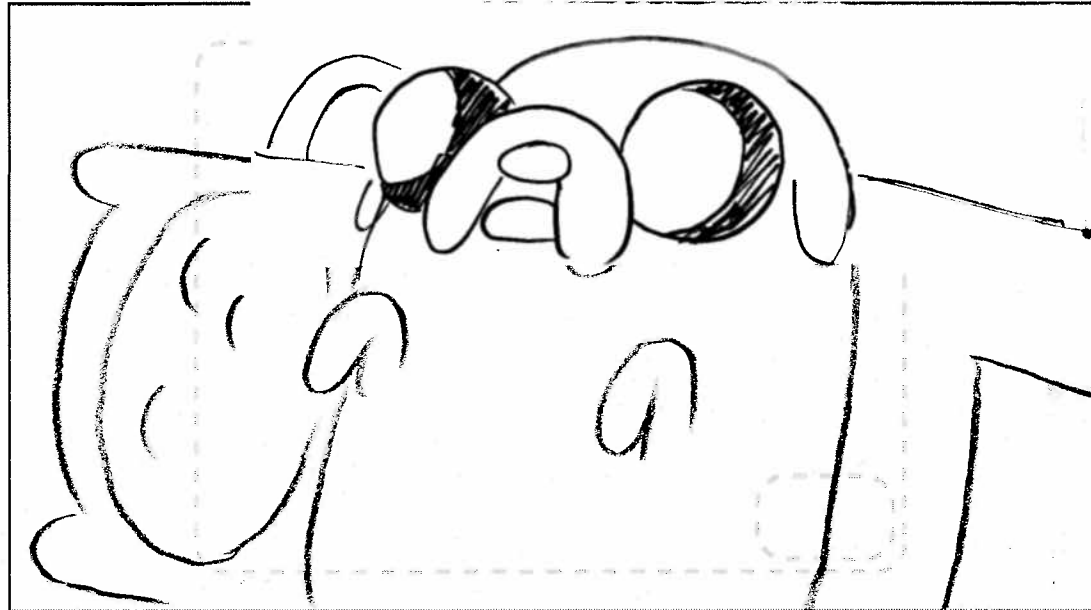
Sc.

Pnl.

A

Bg.

day night



Sc.

Pnl.

B

Bg.

day night



Dialog:

⑤ (WHISPERING) Gunter ...

IK: (O.S.) YUP COULD BE nice ...

Action:

JAKE LOOKS UP.

Timing:

⑥ (WHISPER/STRAIN) GUNTER!

SFX: ? , CLICK :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	J: PSSST.
Action:	
Timing:	

EPISODE # 100860

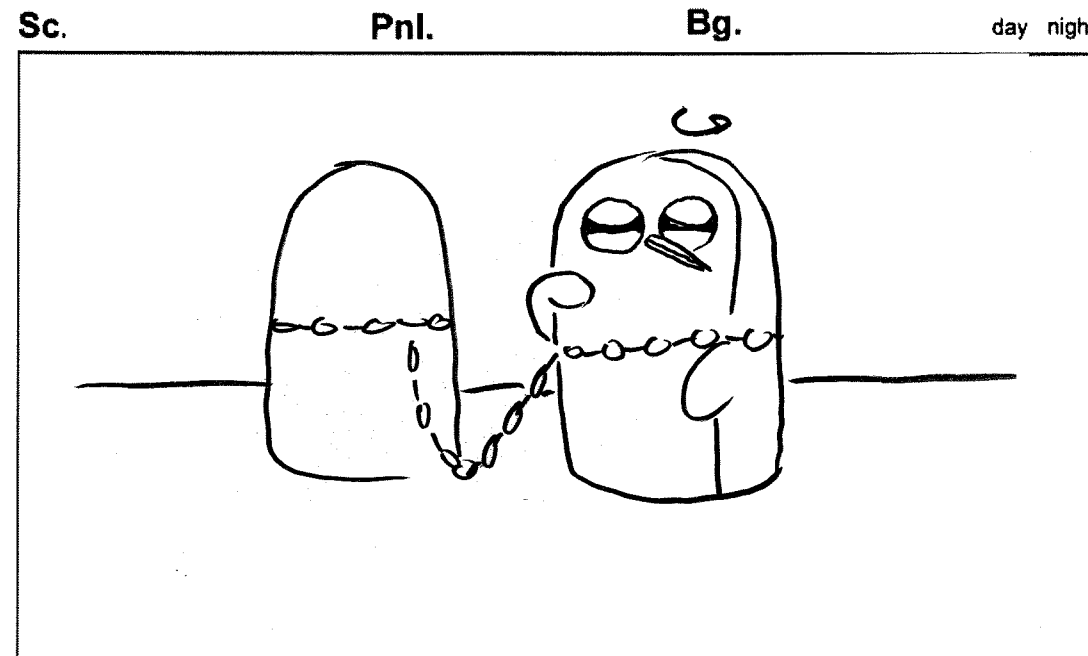
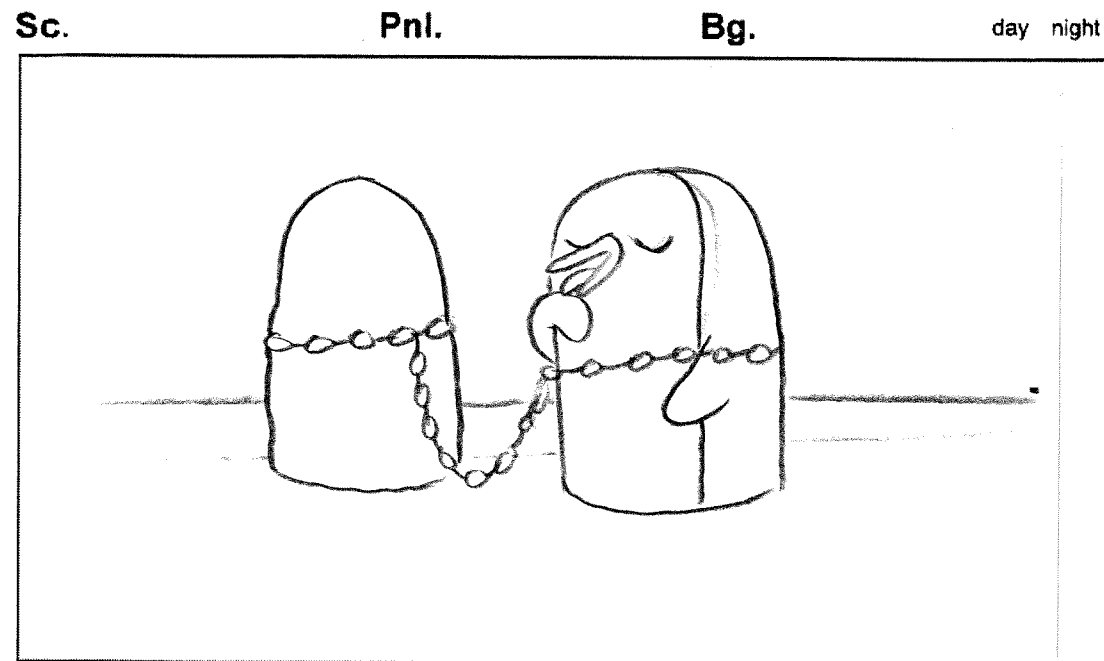
Production :

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ADVENTURE TIME



Page 155



Dialog

J: PSSST!

Action

LOOKS OVER TO JAKE

Timing

EPISODE #

Production :

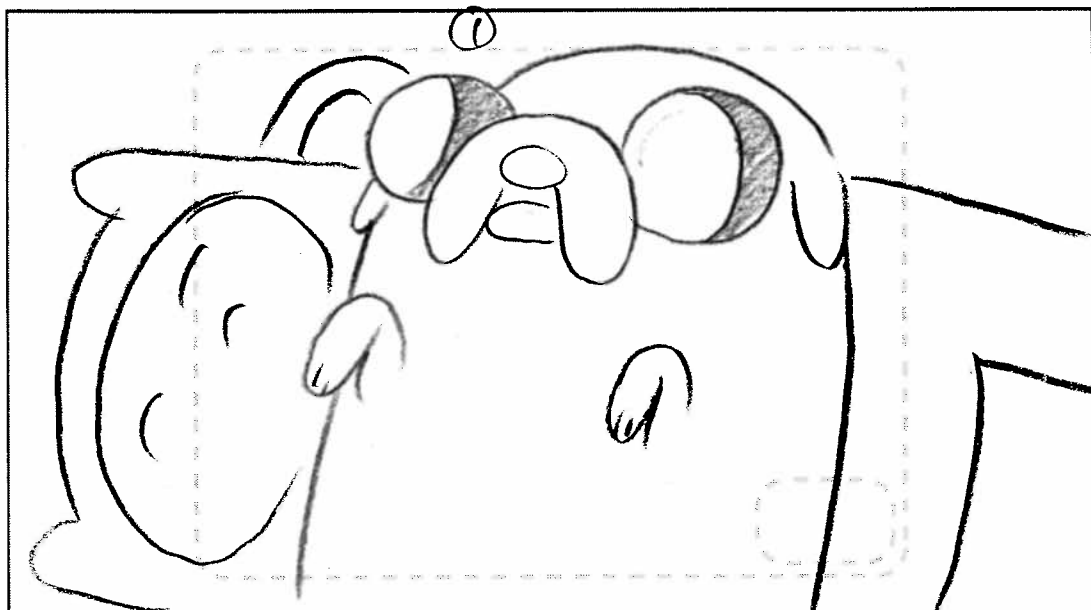
100860

ADVENTURE TIME

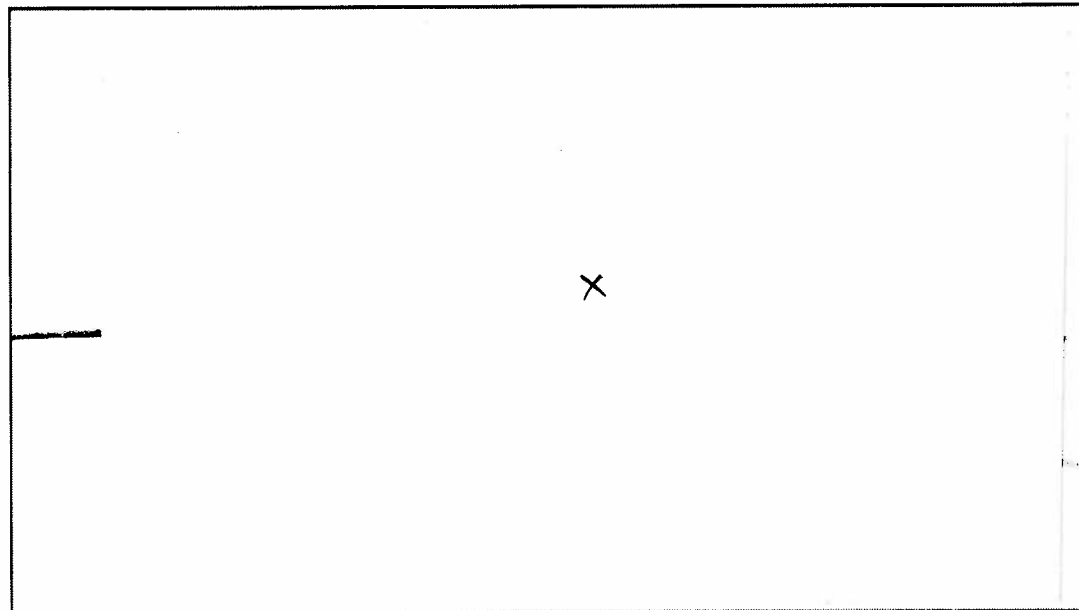


Page B6

Sc. Pnl. Bg. day night



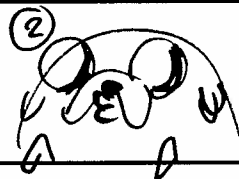
Sc. Pnl. Bg. day night



Dialog:

① (like talking to cat)
J: COMERE GUNTER!
* ② kissy sounds *

Action:



Timing:

Production :

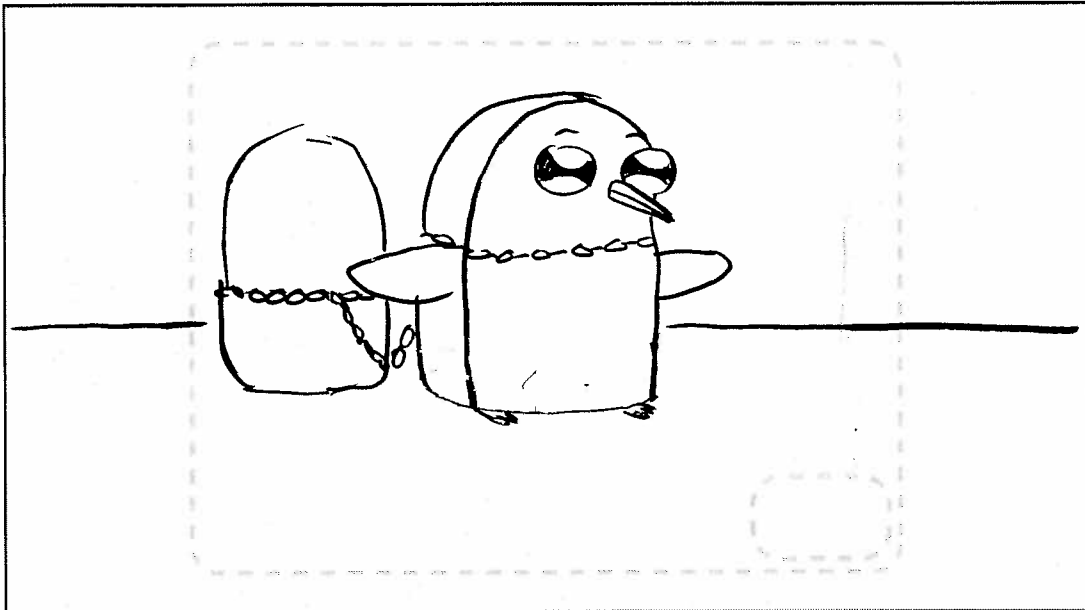
EPISODE #

100860

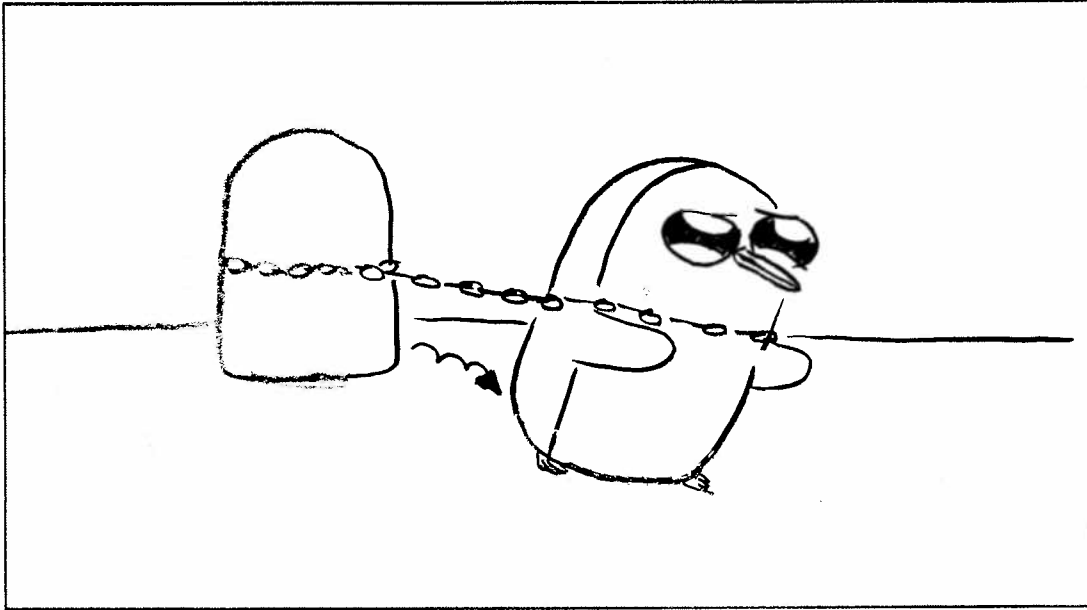
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night

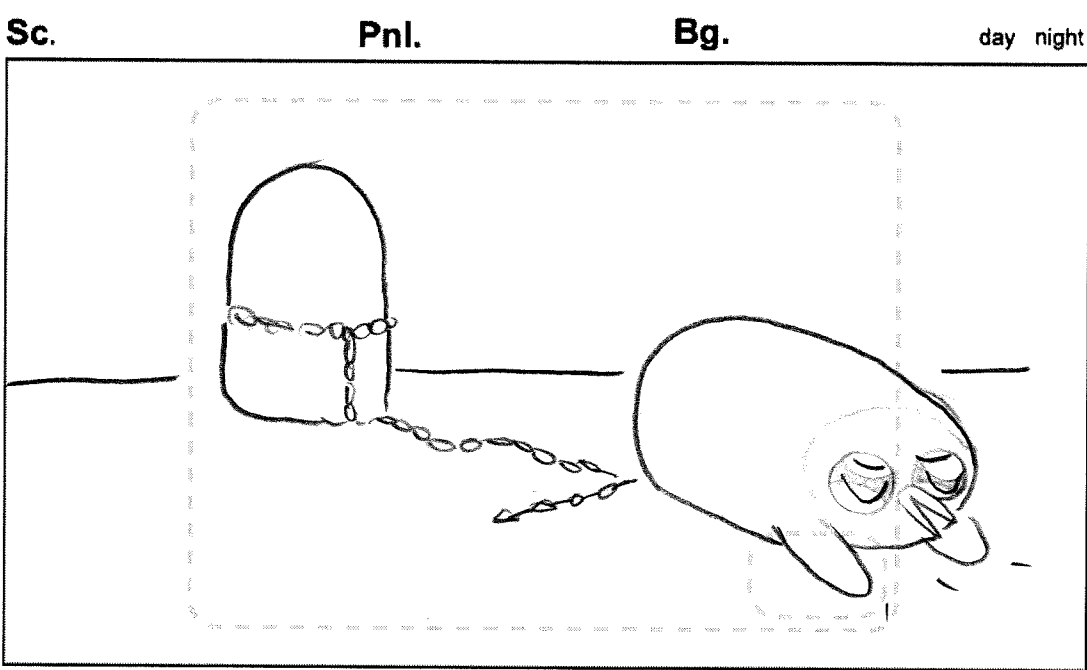
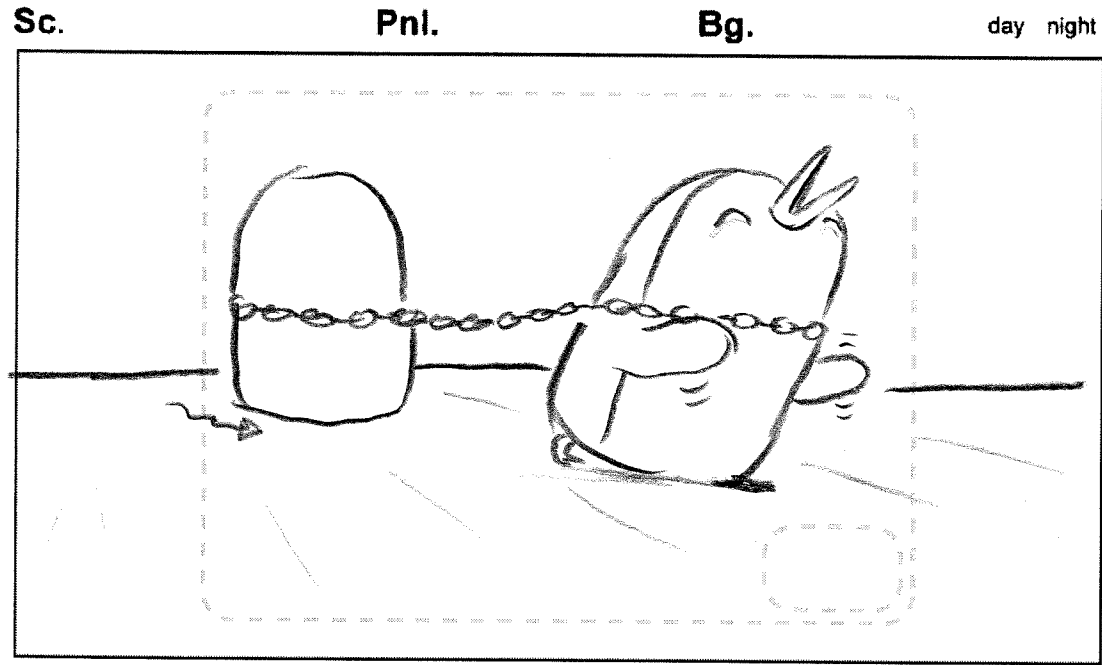


Dialog:
Action:
Timing:

GUNTER RUNS TOWARD JAKE

EPISODE # 100000
Production :

ADVENTURE TIME



Dialog:	(6) Quiet/struggling - WEEENK...	
Action:	- GUNTER PULLS ON CHAIN ... - ROCK SLIDES a little...	CHAIN BREAKS AND GUNTER FALLS OVER.
Timing:		

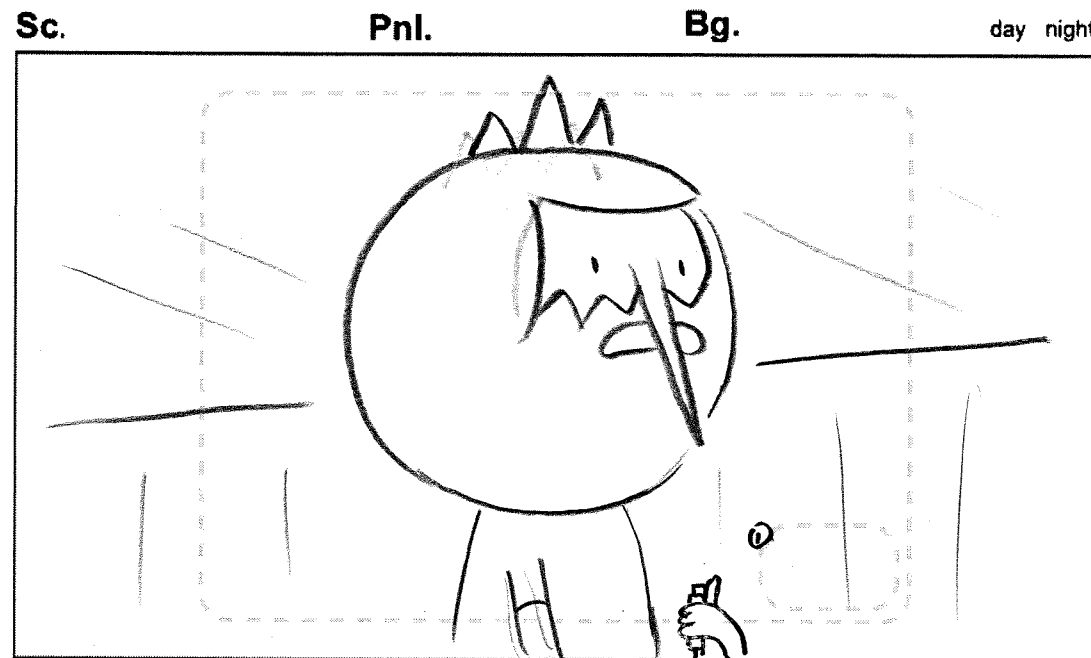
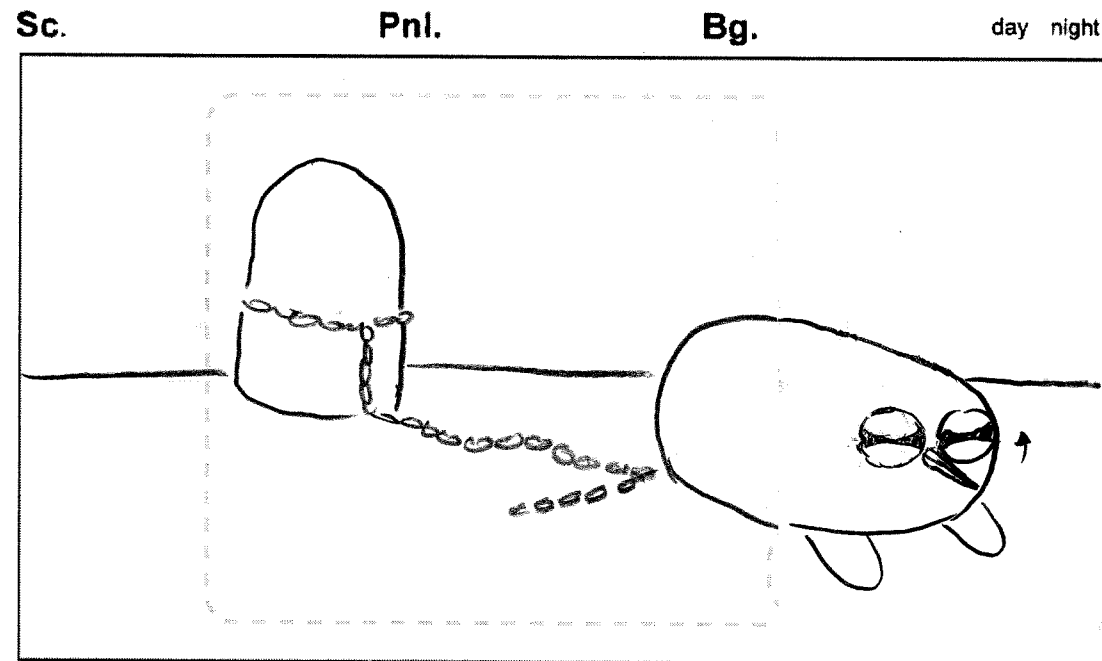
EPISODE # 100860
Production :

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ADVENTURE TIME



Page 159



Dialog:

IK: this next one's a good one...

Action:

GUNTER LOOKS UP.

IK-clicks button

Timing:



100860

EPISODE #

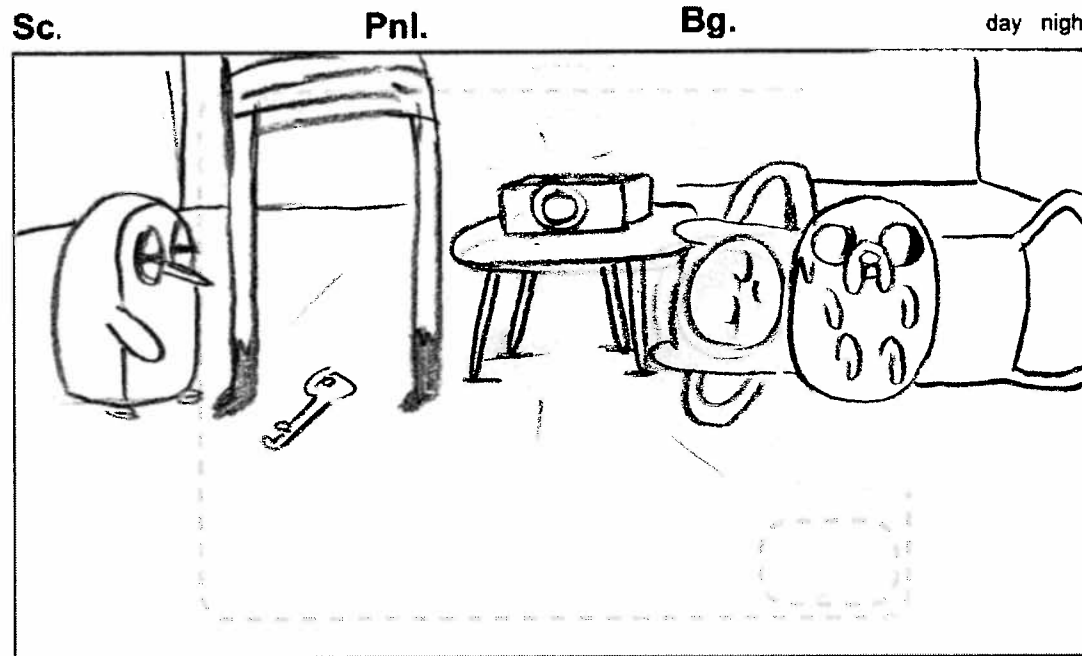
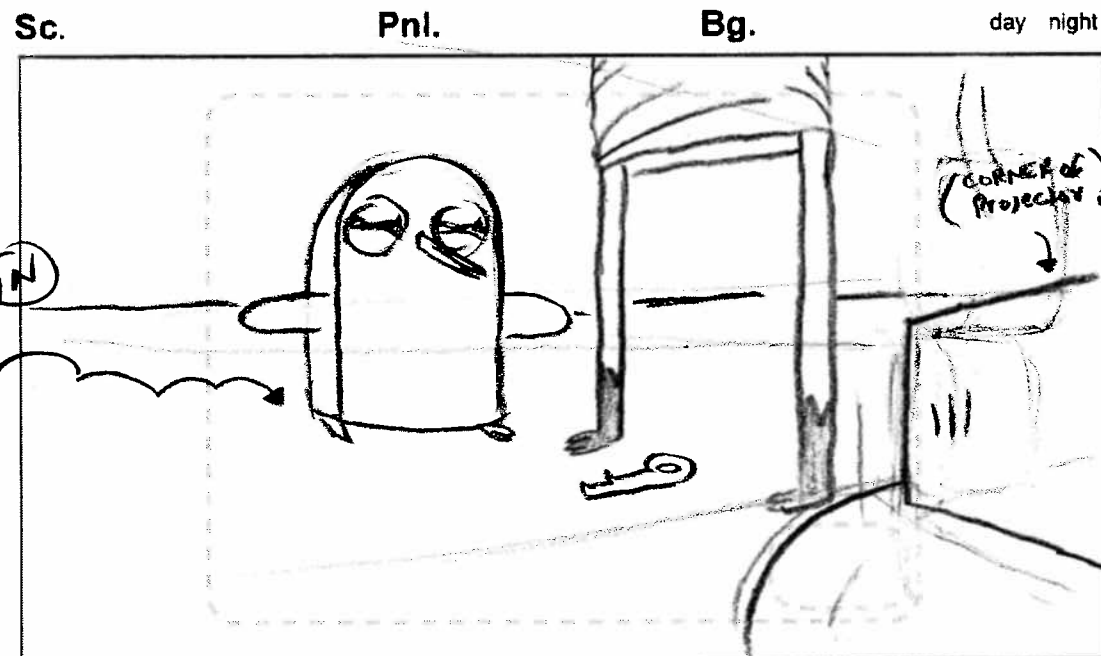
Production :

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ADVENTURE TIME



Page 166



Dialog:

J. GRAB IT GUNTER, PICK IT UP.

Action:

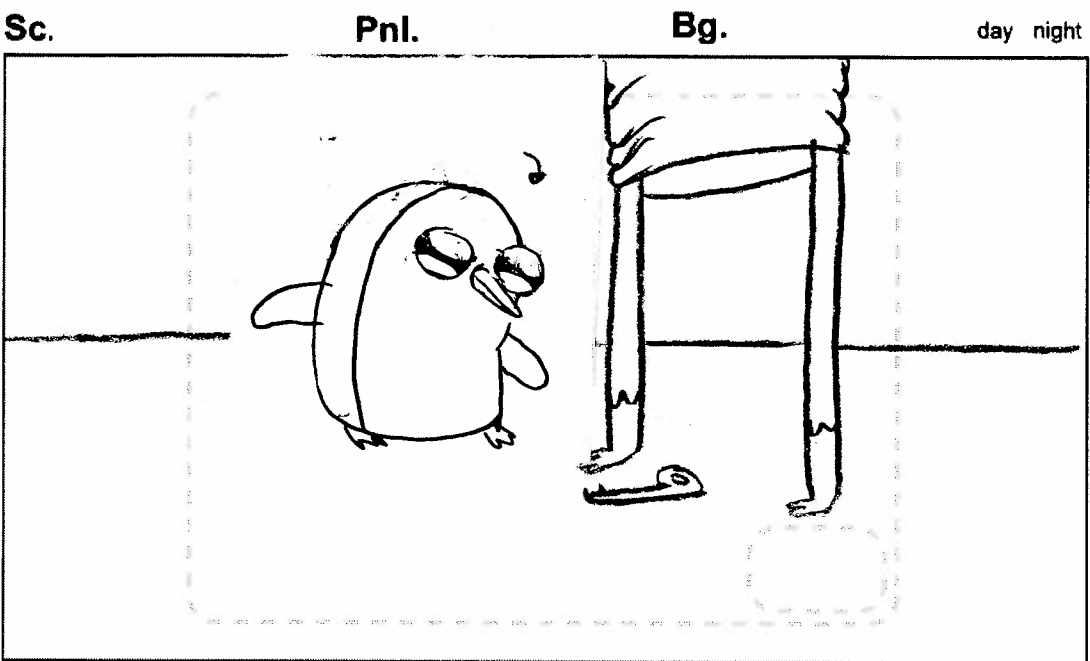
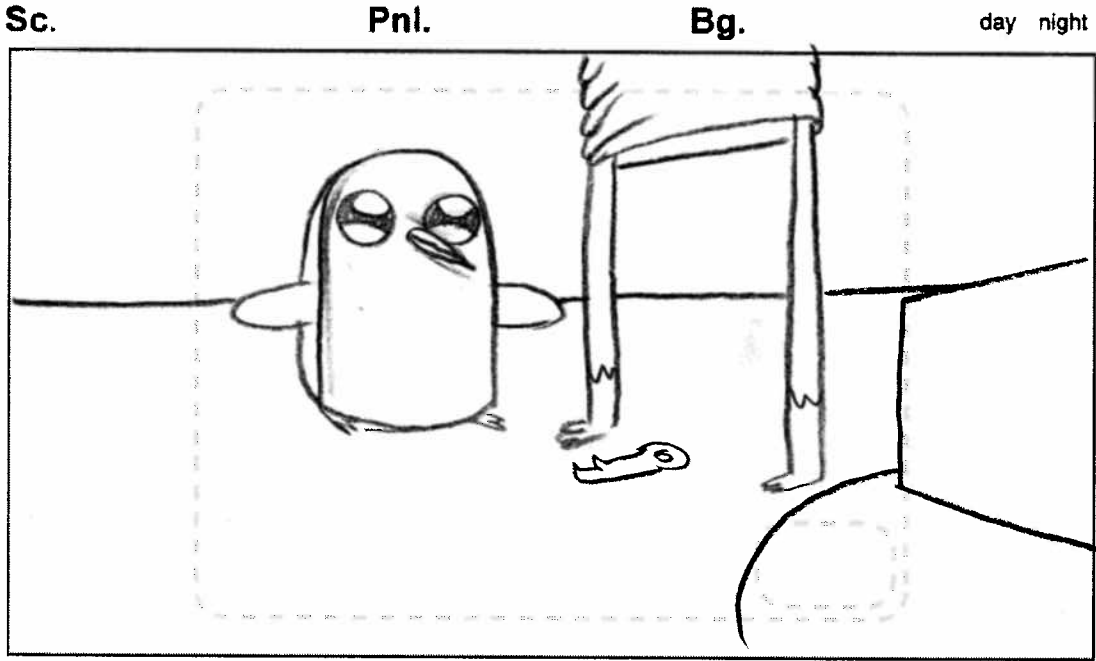
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

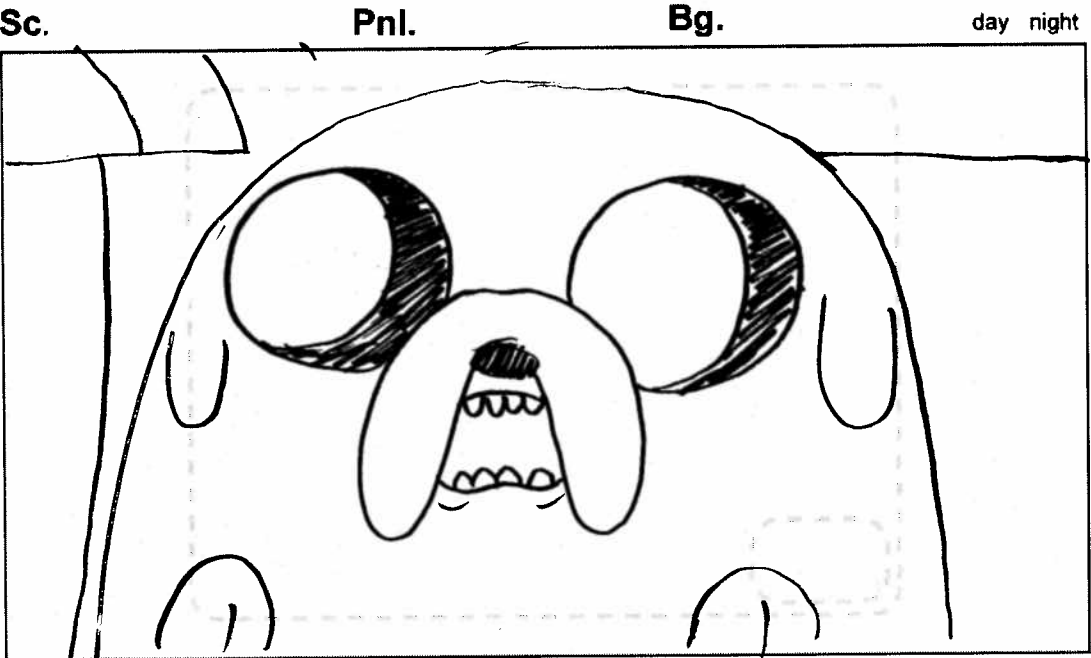
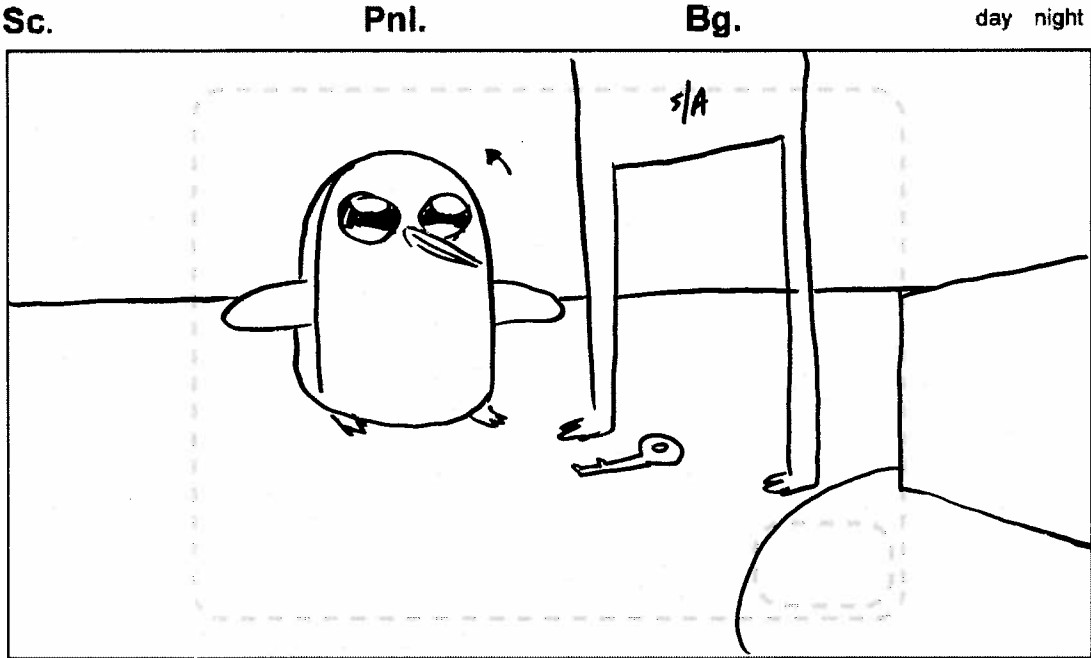
Gunter looks down at
Key

EPISODE # 100860

Production :

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ADVENTURE TIME



Dialog:	J: Pick it up.
Action:	Looks back up at Take.
Timing:	

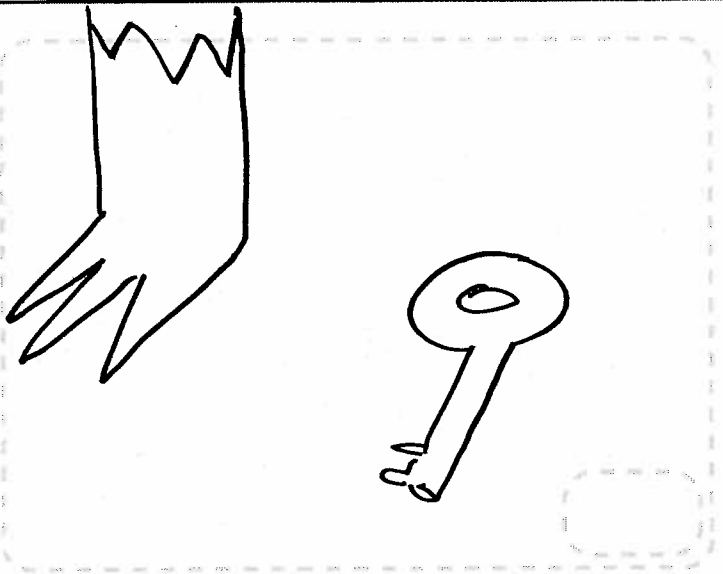
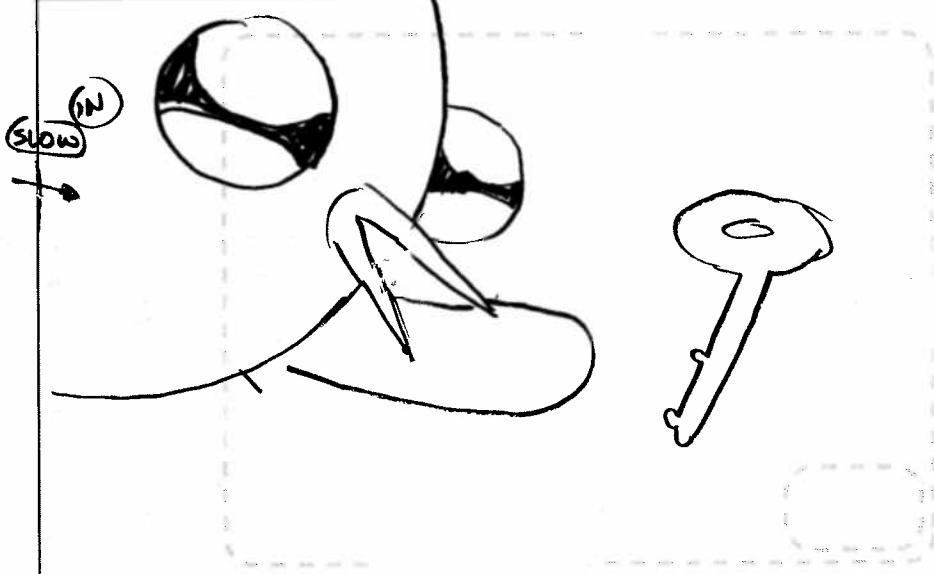
Production : 100860 EPISODE #

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ADVENTURE TIME



Page 163

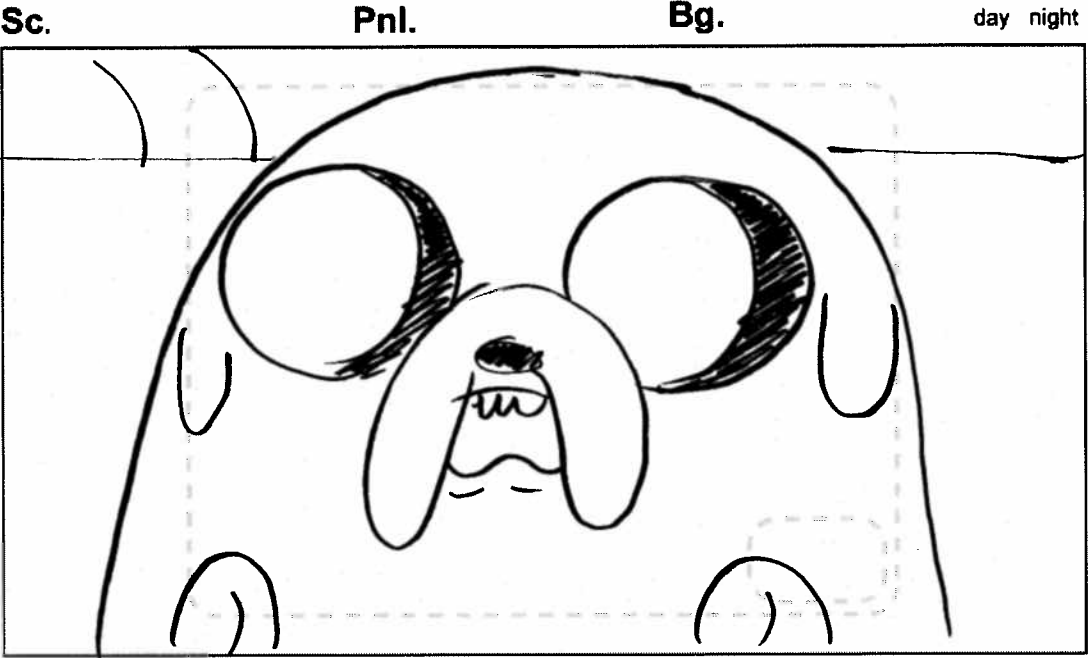
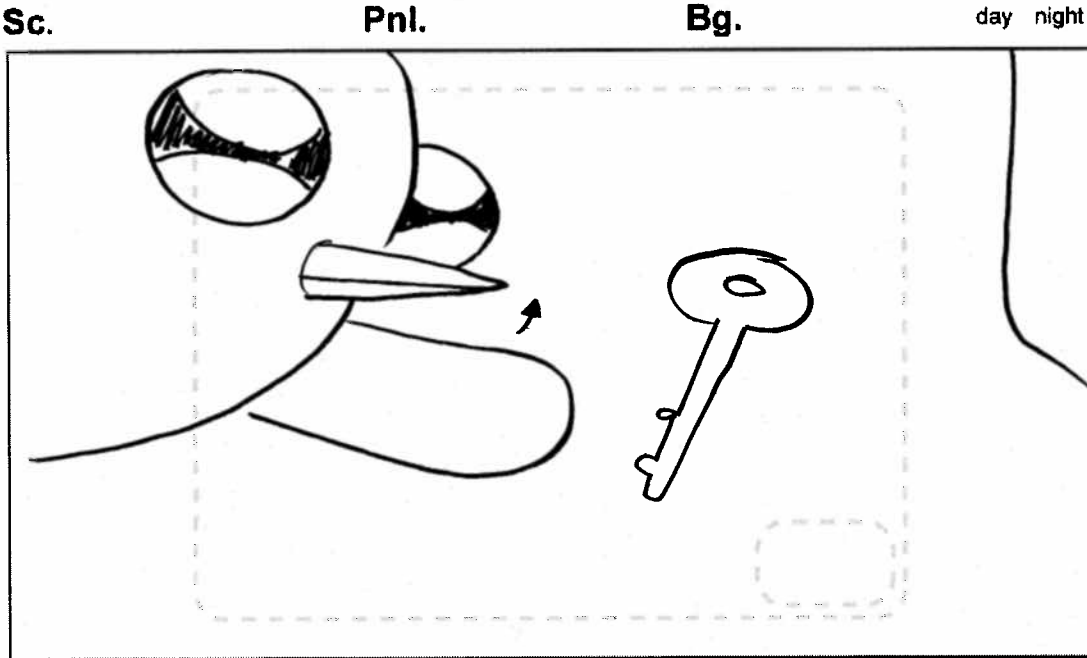
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:
Action: Gunter reaches into the shot slowly for the key.
Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Dialog:	J: what are you waiting for just grab it.
Action:	Gunter looks up at Jake.
Timing:	

EPISODE # 100860

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action: <p><i>Gunter taps the key three times</i></p>
Timing:

100860
EPISODE #
Production :

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ADVENTURE TIME



Page 166

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action: <i>Gunter turns his head.</i>
Timing:

EPISODE # 100860
Production :

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ADVENTURE TIME



Page 167

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

Timing:

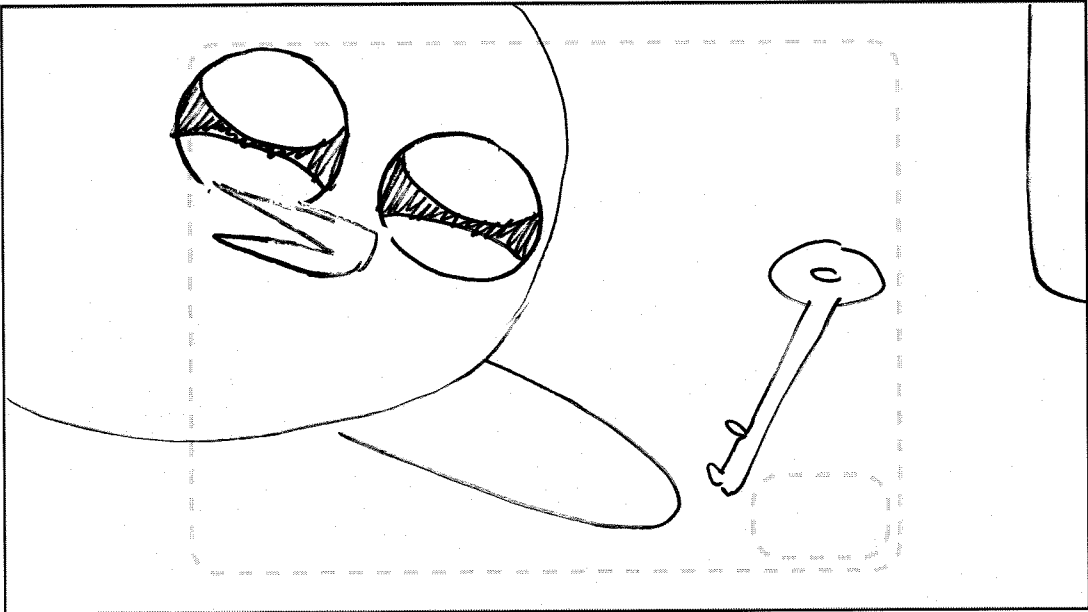
EPISODE #
100860

Production :

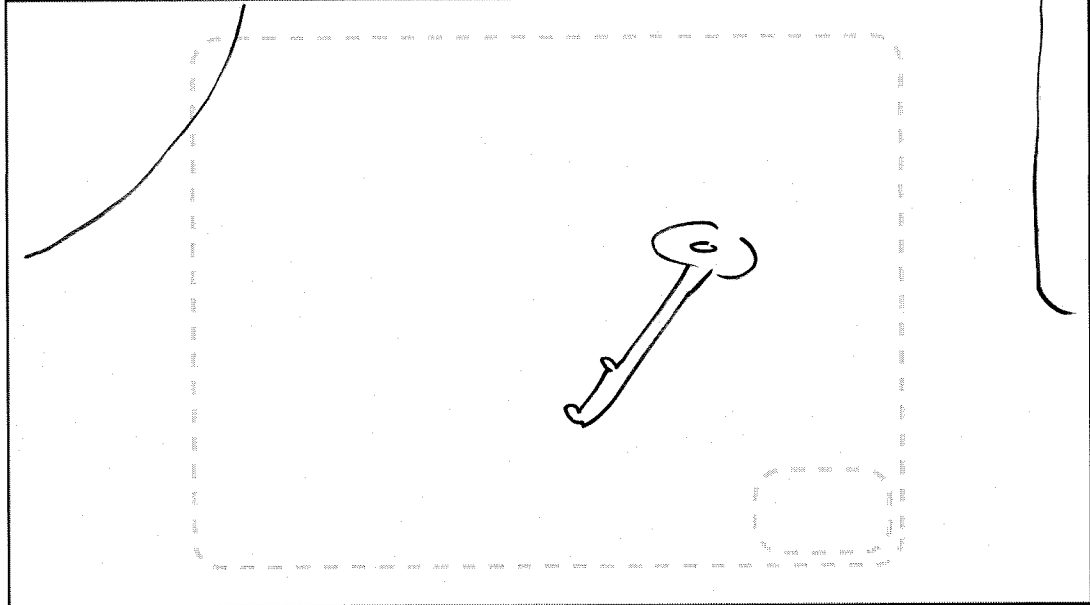
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	G: (Quiet) went
Action:	
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



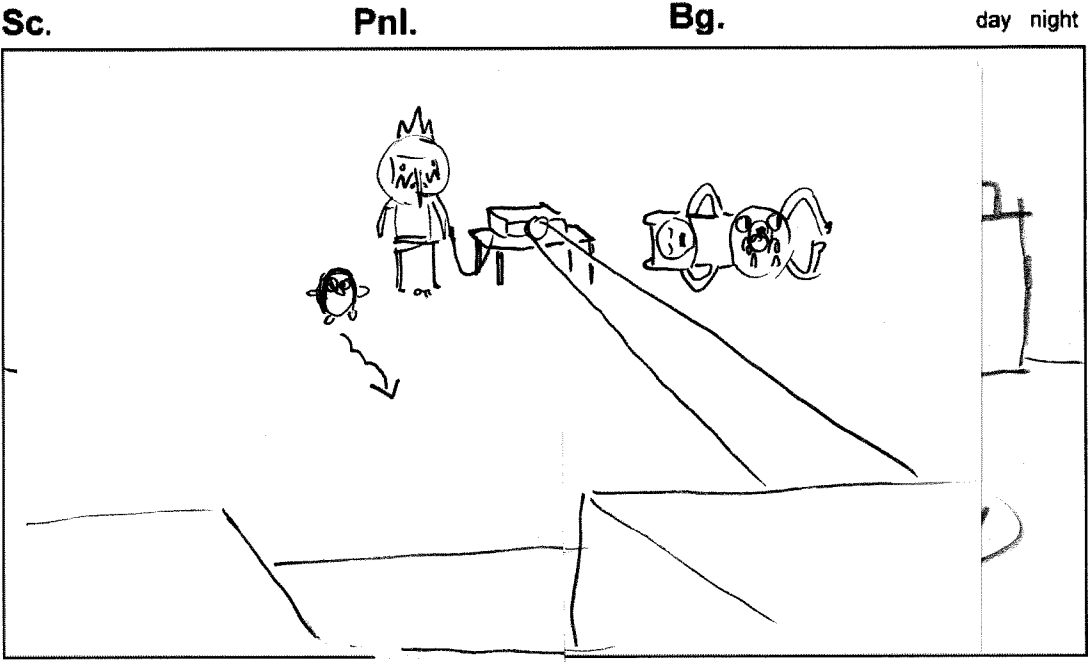
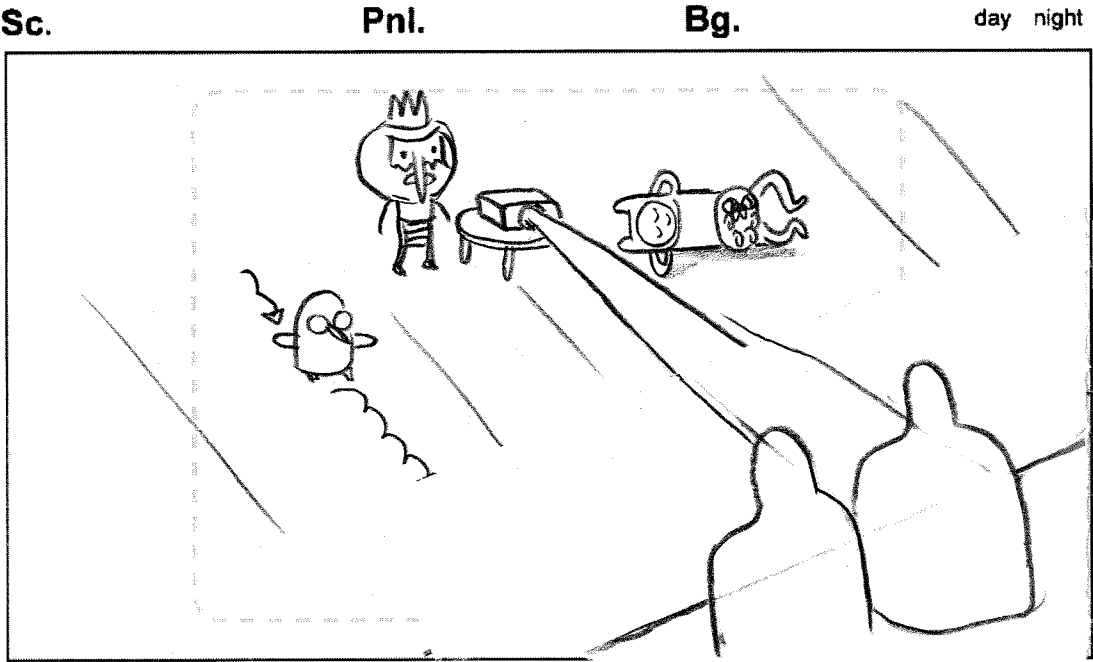
Page 169

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	G. WENE.
Action:	GUNTER RUNS(O.S.)
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



Dialog:

J: GUNTER COME BACK!

Action:

Timing:

(Ik: eh? ~~Gunter~~)

EPISODE # 100860

Production :

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ADVENTURE TIME



Page 171

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

IK: You.. broke .. your ..
Leash !?!

mon

Action:

Timing:

Production :

EPISODE # 100860

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

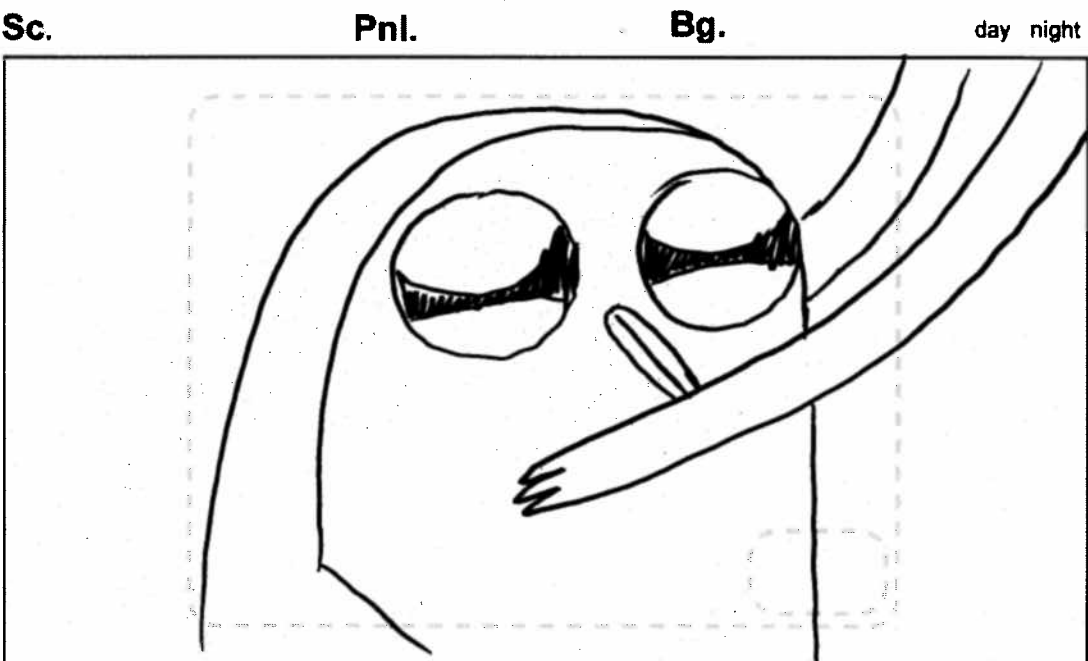
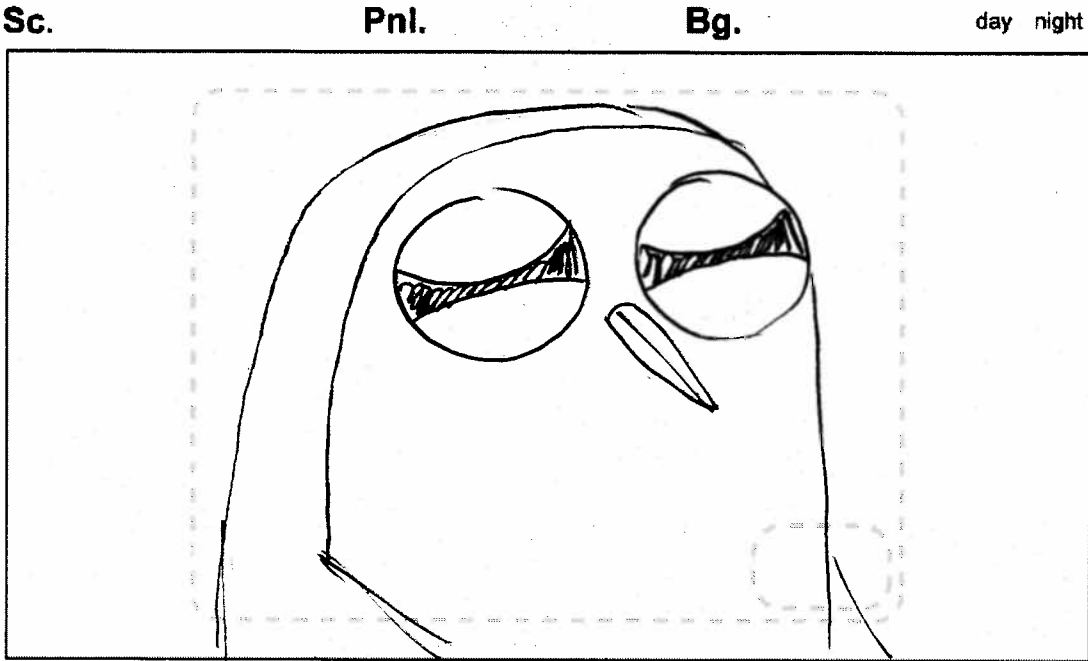
Dialog:	
Action:	
Timing:	

EPISODE # 100860

Production :

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ADVENTURE TIME



Dialog:
Action: IK GRABS GUNTER
Timing:

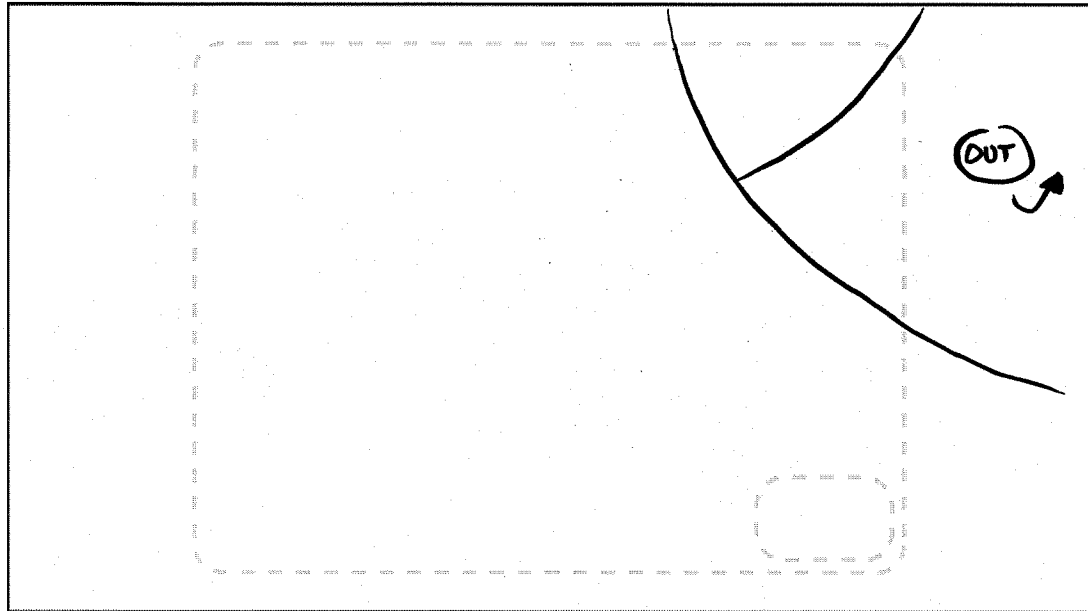
EPISODE # 100860

Production :

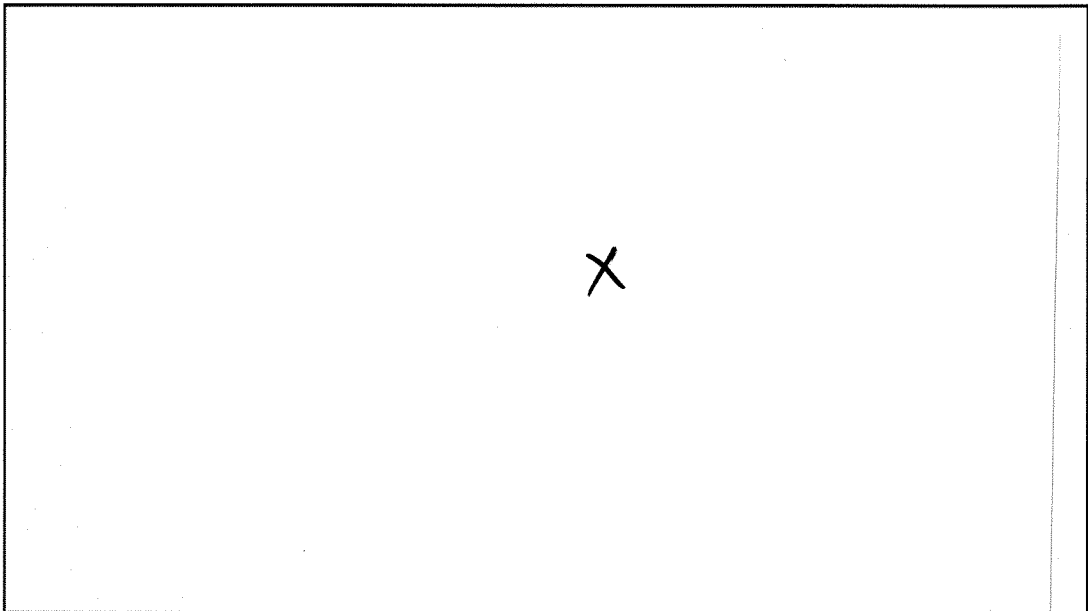
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: IK PULLS GUNTER OUT OF SHOT.
Timing:

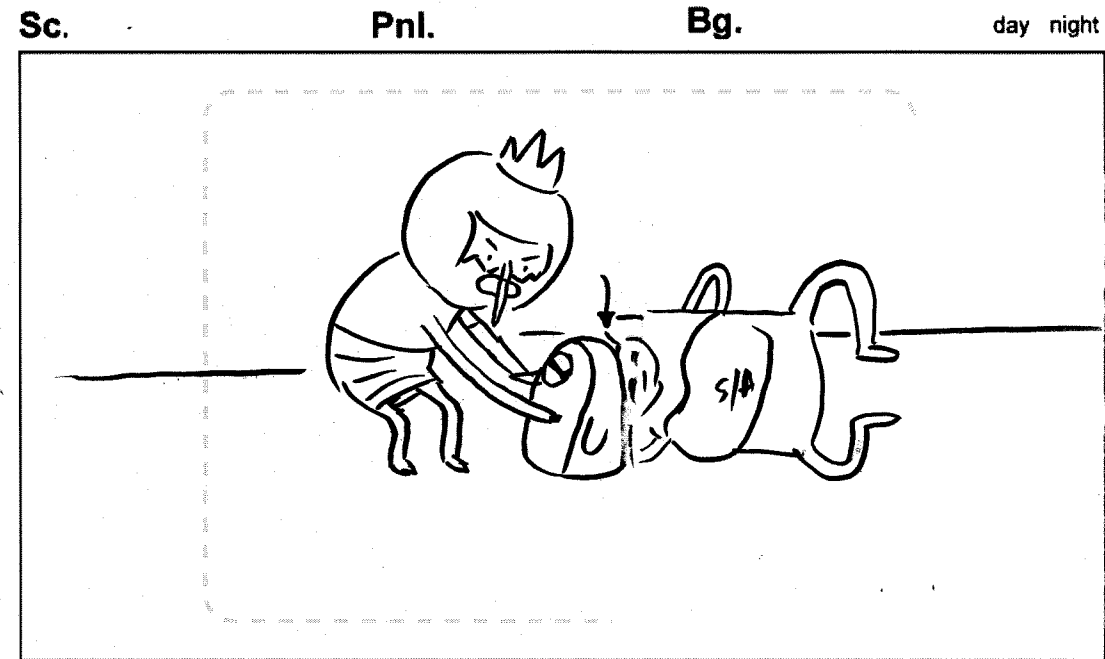
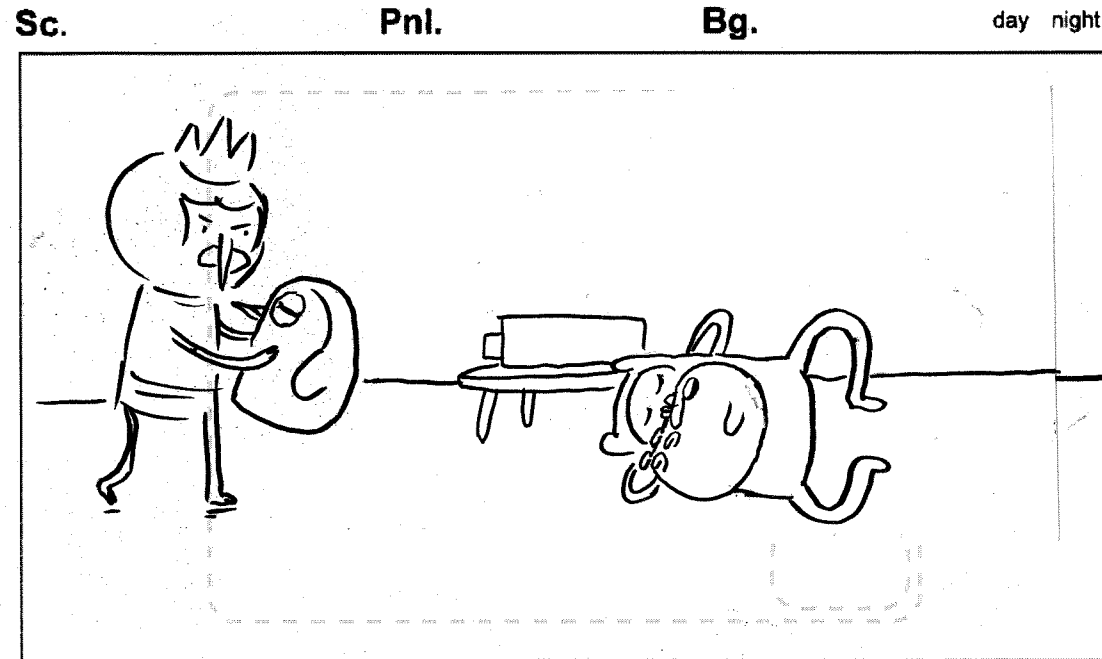
EPISODE # 100860
Production :

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ADVENTURE TIME



Page 175



Dialog:

(IK) You're being naughty, Gunter!!

Action:

Timing:

(IK) You've interrupted ~~my~~
MY THING!

100860

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
IK: Now you stay right here and go to sleep, GUNTER!

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(BEAT)	SLEEP!
Action:		
Timing:		

EPISODE # 100860

Production :

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ADVENTURE TIME



Page 178

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	Gunter: ^{cute} *snoring*	(tk) .. so cute..
Action:	GUNTER SHUTS HIS EYES.	
Timing:		

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

1K a light.. back to art.

Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

Sfx: CLICK

IK: HERE WE GO

Action:

<IK CLICKS ON PROJECTOR>

Timing:

J: GUNTER. GUNTER. WAKE UP.

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(J) go... get... the.. k*
Action:	
Timing:	

EPISODE # 100860
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action: GUNTER starts batting Jake's ear.

Timing:

EPISODE # 100860

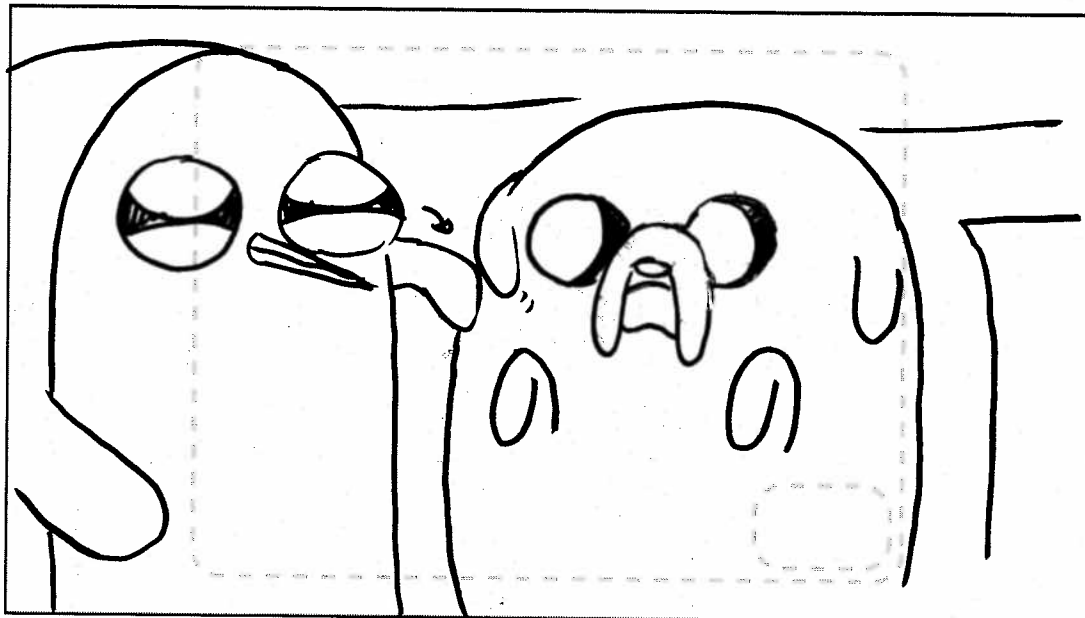
Production :

ADVENTURE TIME



Page 183

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J: (GRUNTING sounds)

Ⓟ consarnit Gunter!

Action:

Gunter is patting Jake.

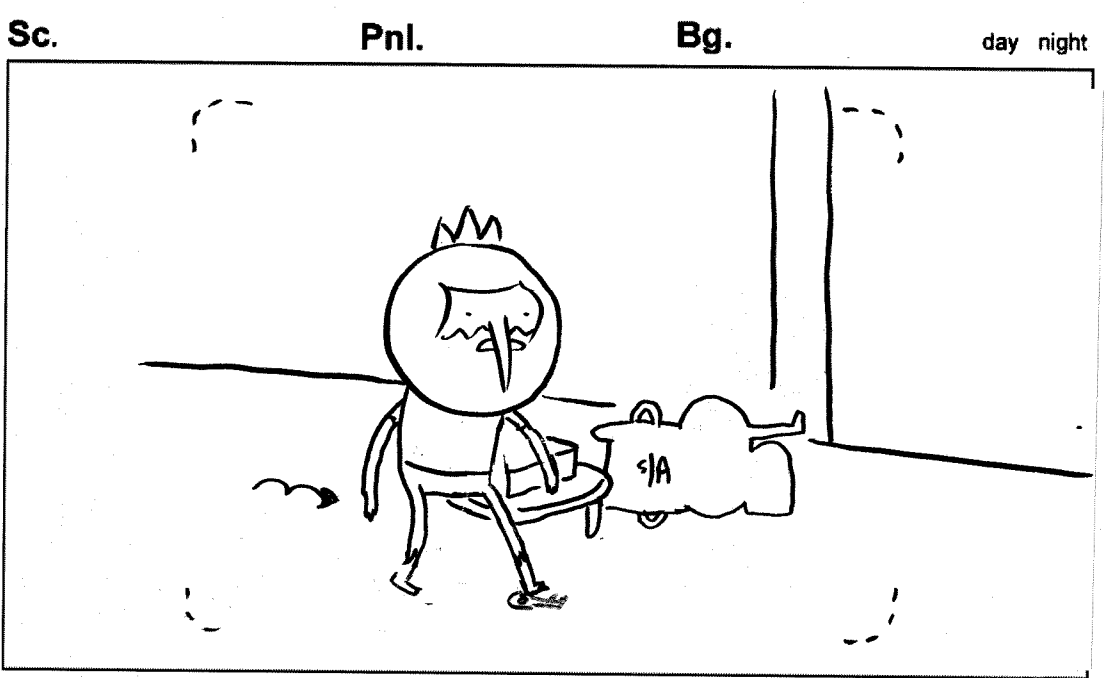
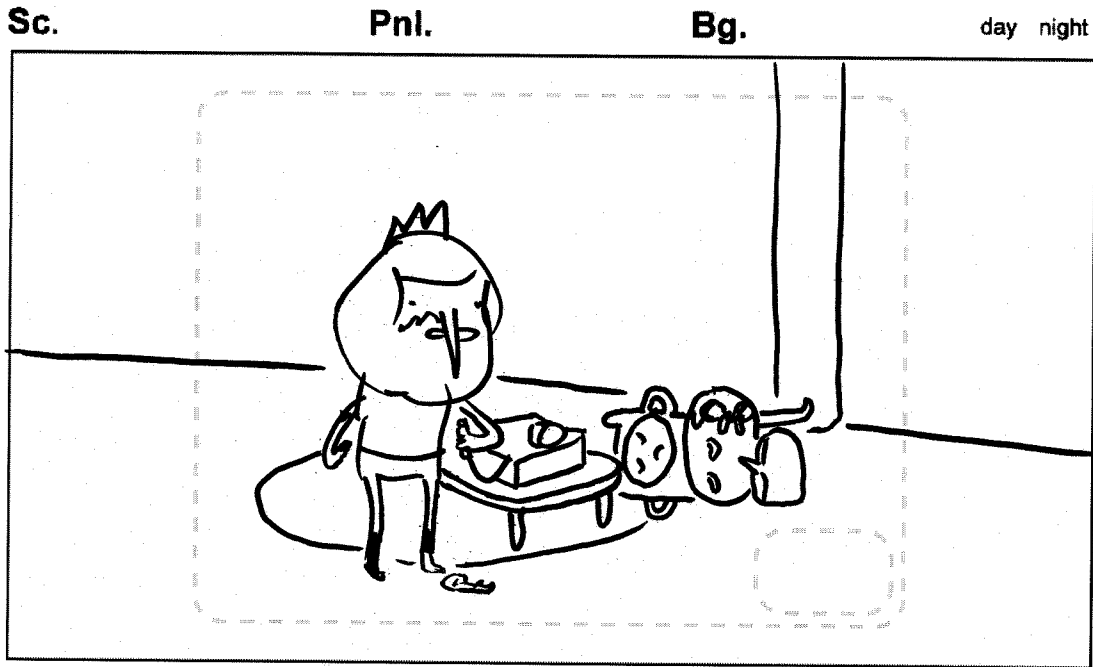
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



Dialog:

IK: OK, time for a break, who
wants lemonade?

Action:

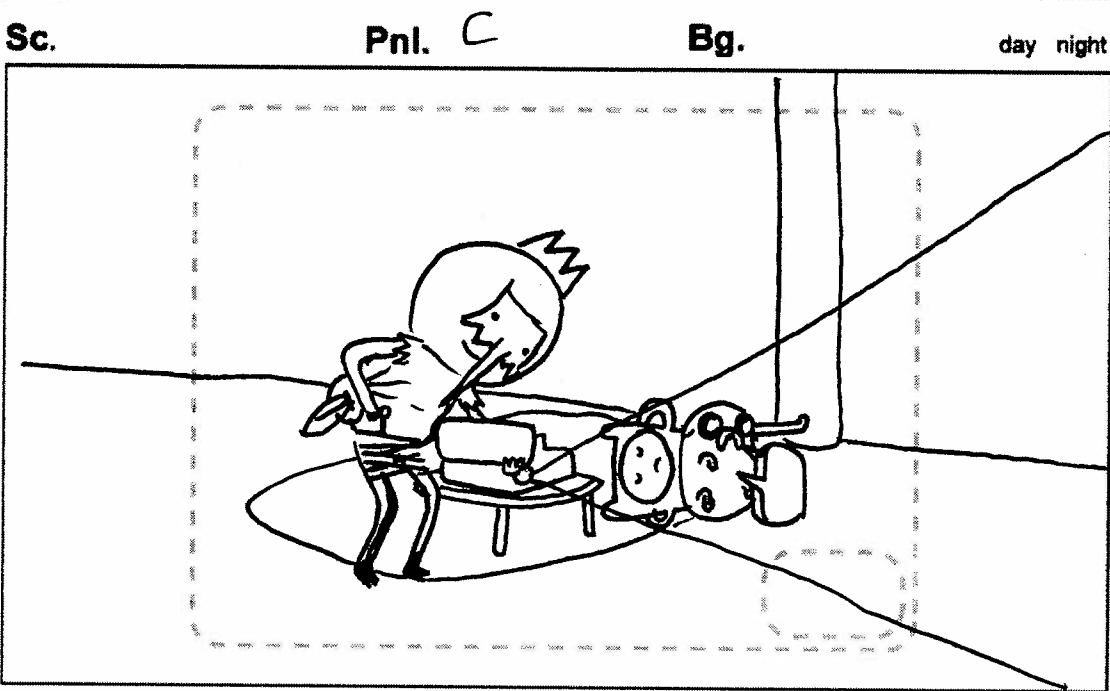
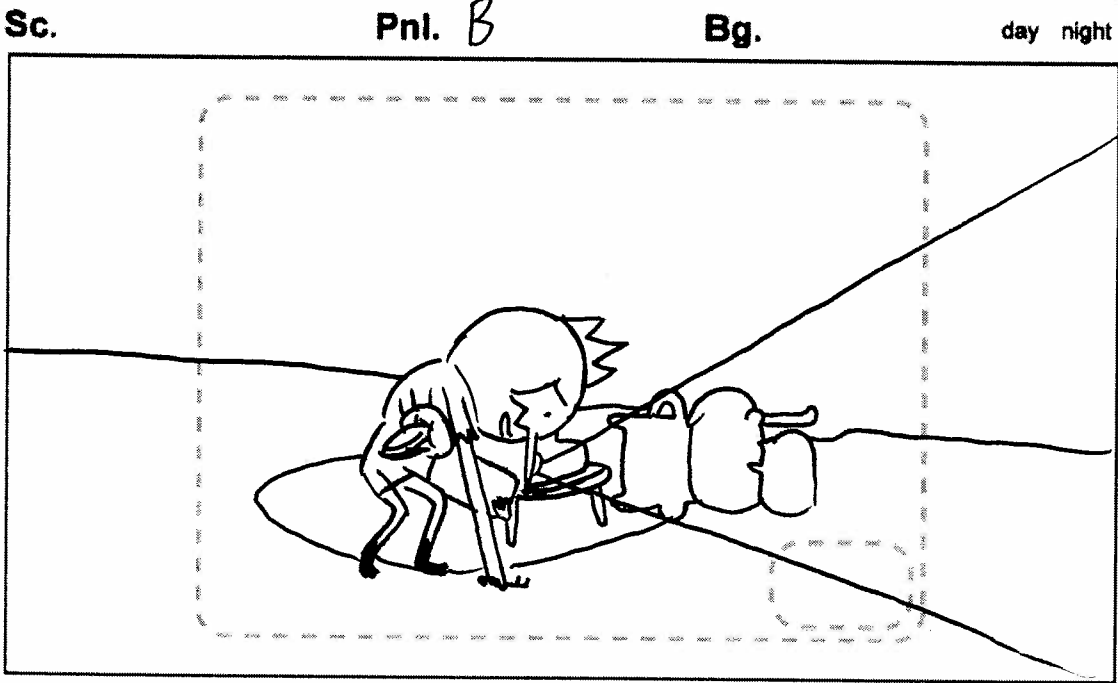
Timing:



IK steps forward, steps
on key.

EPISODE # 100860
Production :

ADVENTURE TIME



Dialog:	Ik: Don't wanna lose this...
Action:	(Ik puts key in shorts)
Timing:	

EPISODE # 100860
Production :

ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:

Action:

Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



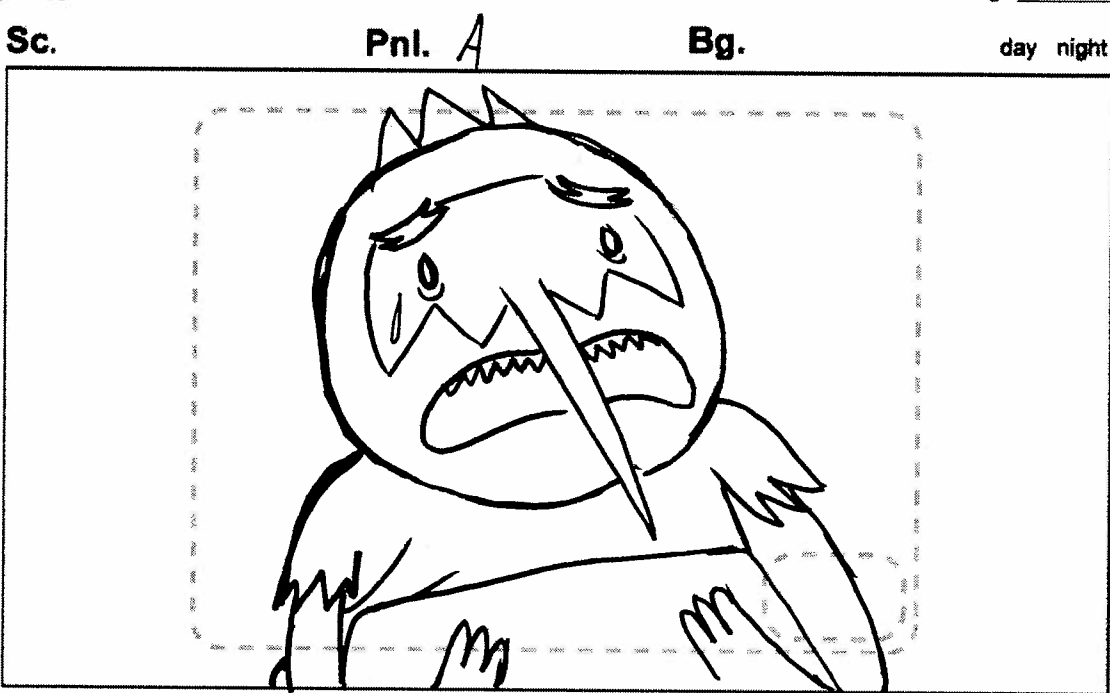
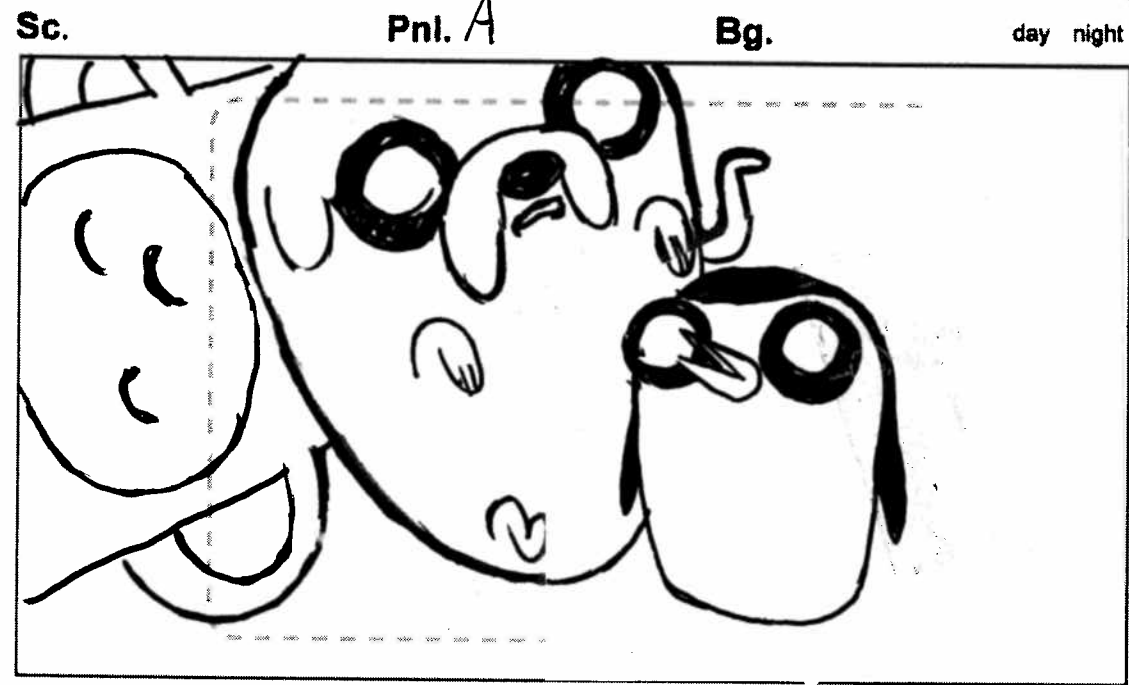
Sc. Pnl. **A** Bg. day night

Sc. Pnl. **B** Bg. day night

Dialog:	Gunter! Jake!	No! you're bonding with... ...without me!
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	G: Wenk	IK: Gunter... how could you?
Action:		
Timing:		

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: (IK: AND JAKE! YOU TOO!

Action:

Timing:

Production : 100860 EPISODE #

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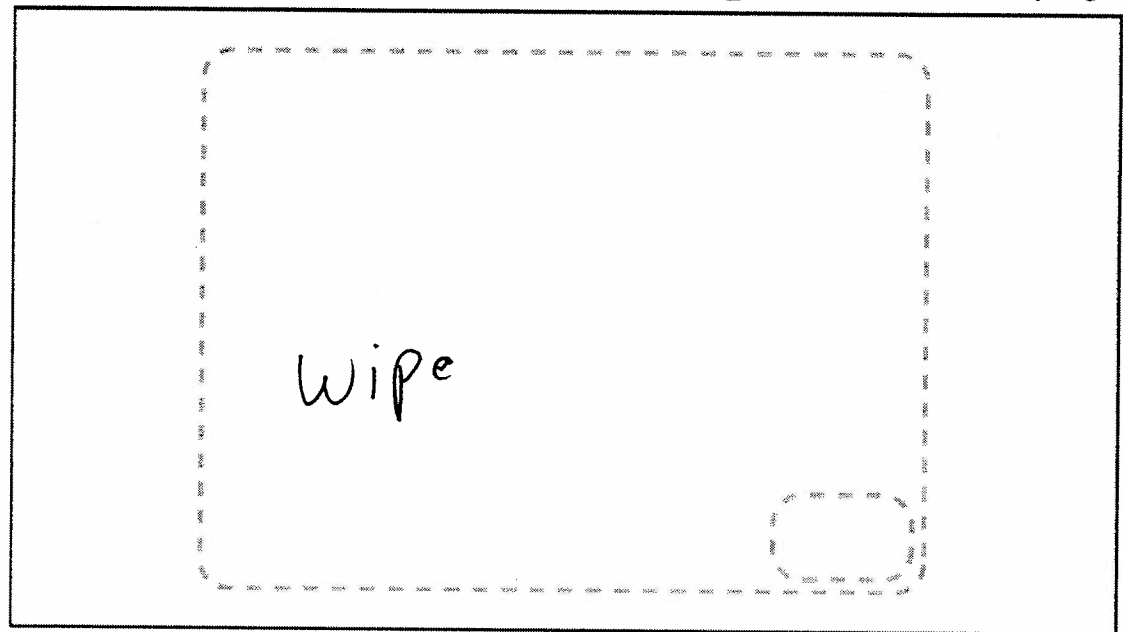
ADVENTURE TIME



Sc. Pnl. C Bg. day night



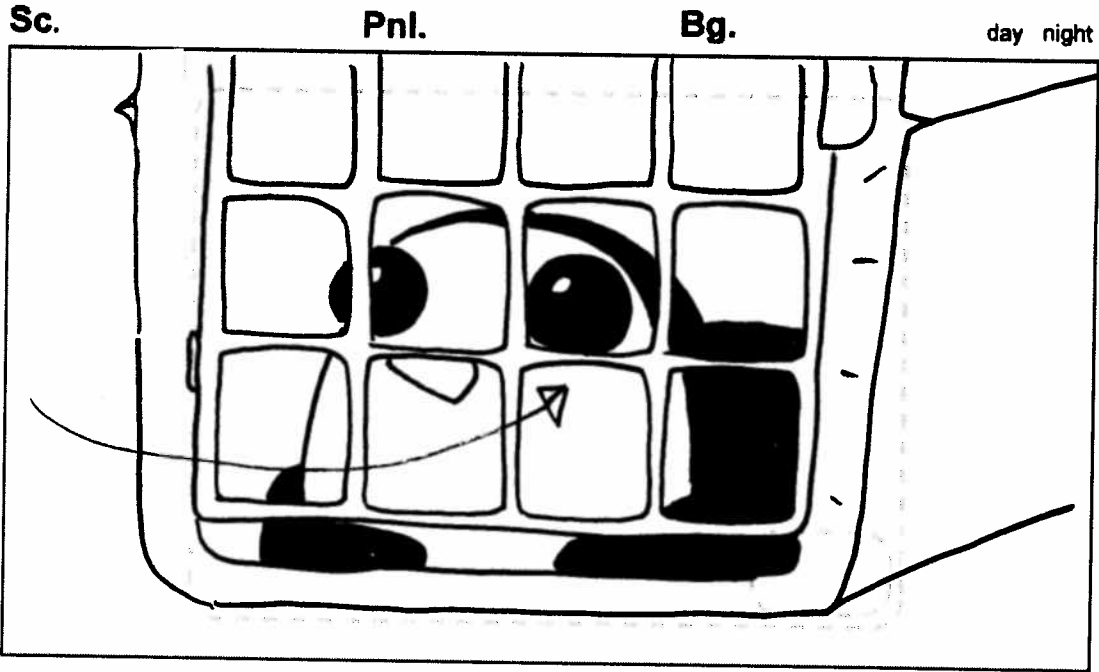
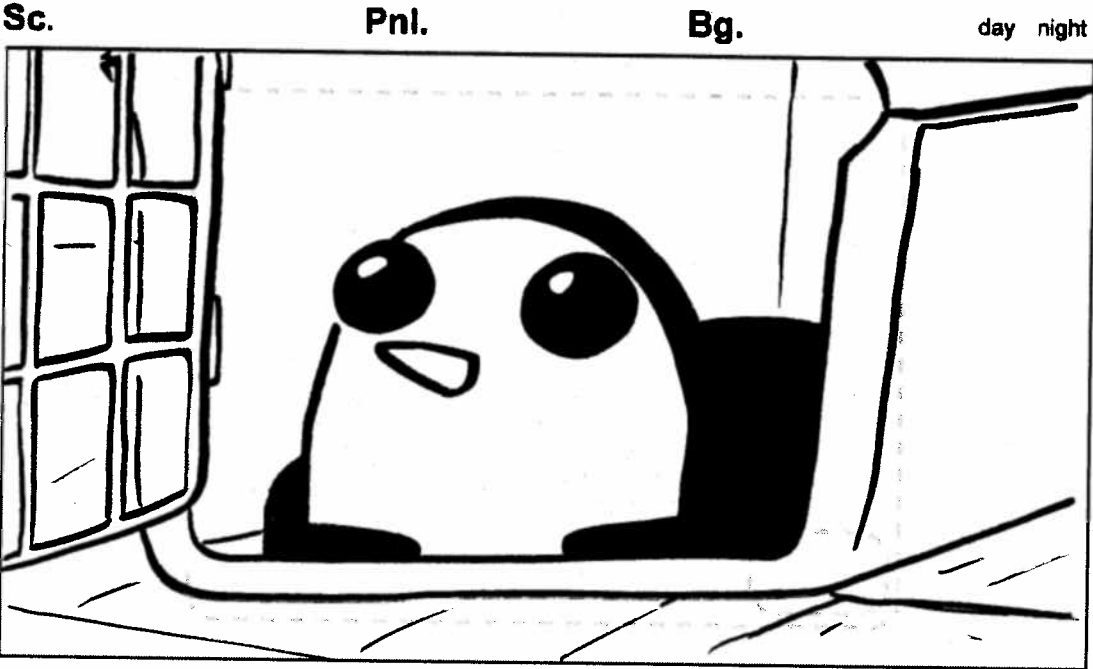
Sc. Pnl. Bg. day night



Dialog:	Now I'll have to punish Both of you!
Action:	
Timing:	

100860
EPISODE #
Production :

ADVENTURE TIME

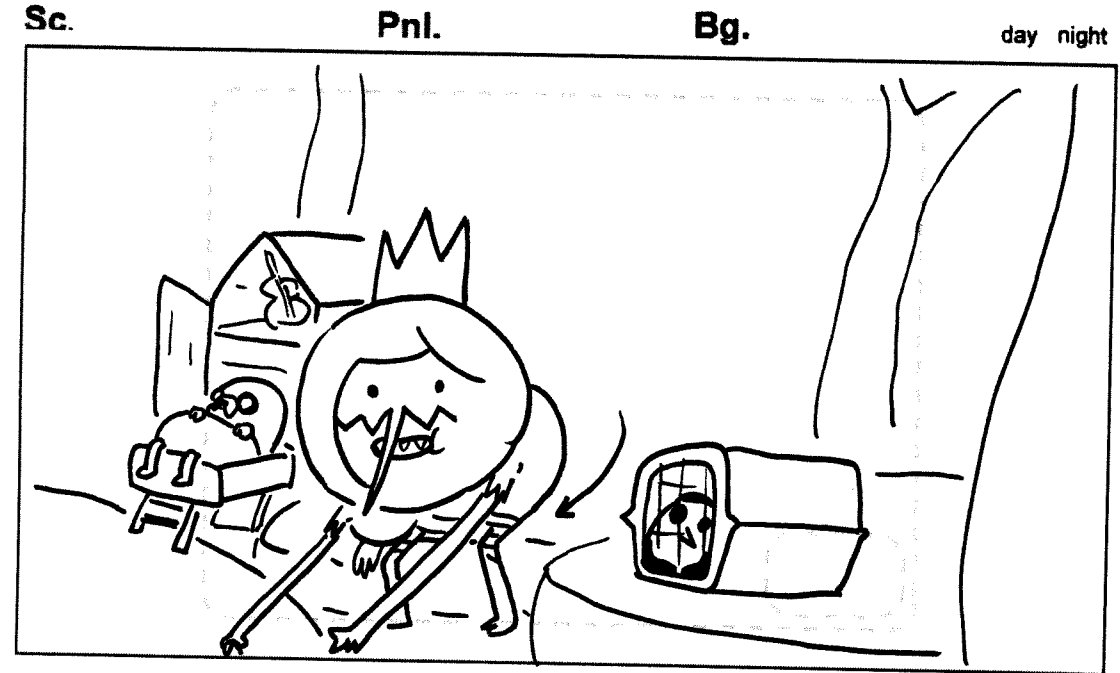
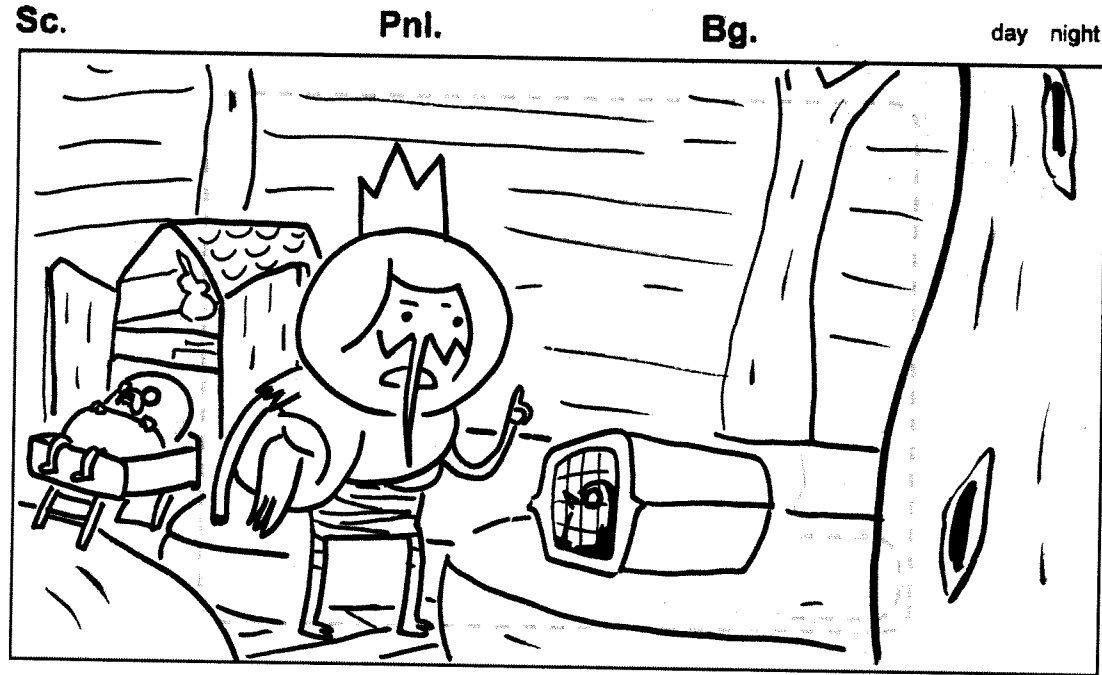


Dialog:	(GATE!)
Action:	
Timing:	

ADVENTURE TIME



Page 192



Dialog:

IK / IT'S FOR YOUR
OWN GOOD , SWEETIE.

IK / NOW THEN ...

Action:

(reaches off screen)

Timing:

EPISODE #

100860

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / .. FOR ...	IK /	TAKE!
Action:			
Timing:			

EPISODE # 100860

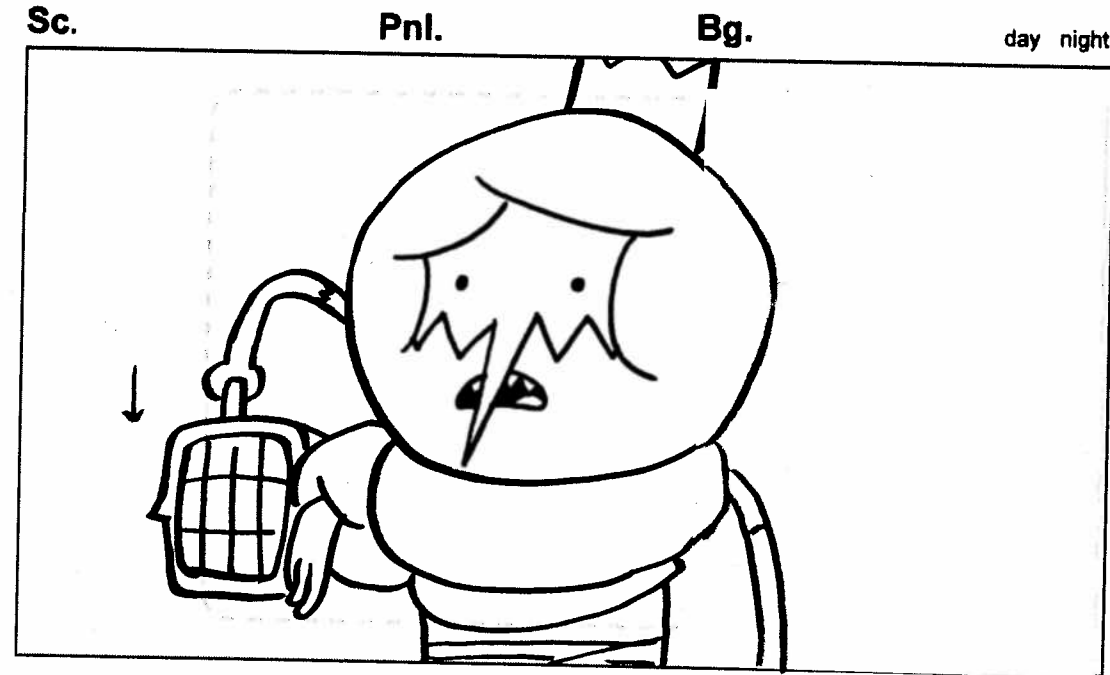
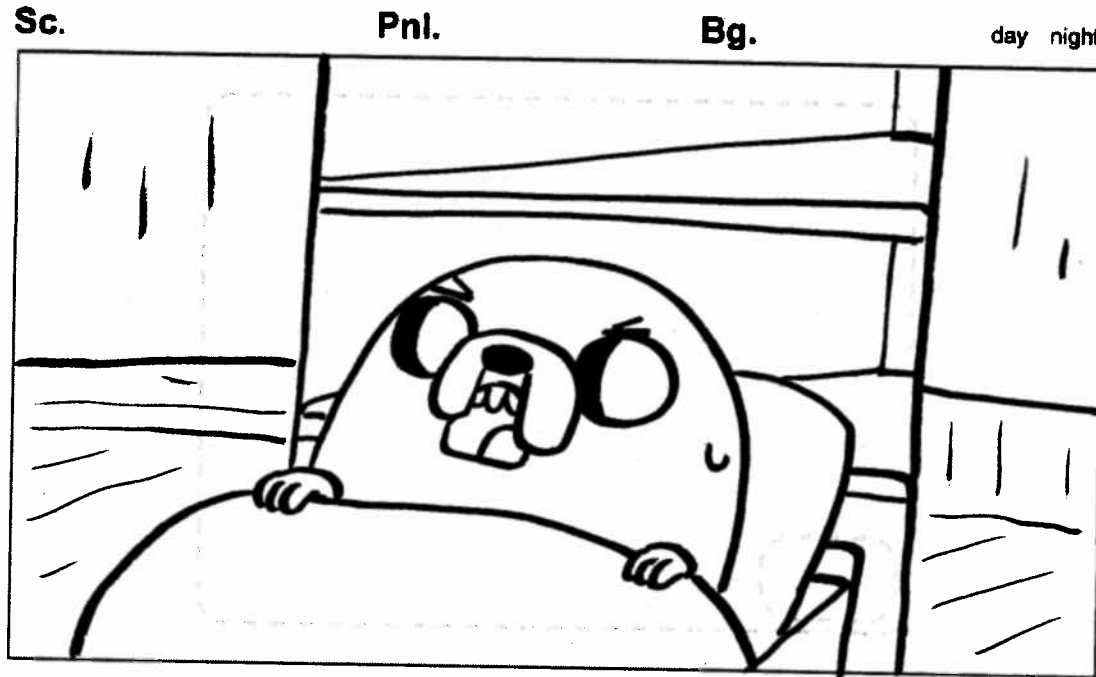
Production :

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ADVENTURE TIME



Page 194



Dialog:

⑤ You froze me already!

Action:

Timing:

IK / OH, RIGHT...

EPISODE #
100860

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

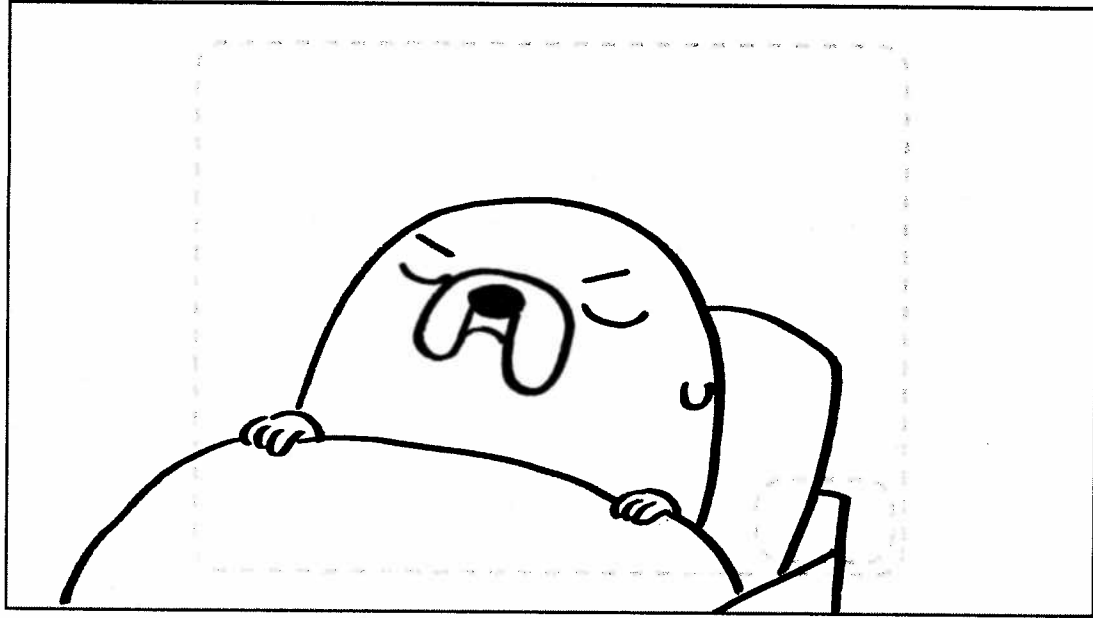
Dialog:	IK / WHY DID I BRING this?	IK / OH WELL, I'LL JUST PUT it HERE FOR NOW.
Action:		
Timing:		

Production :
EPISODE # 100860

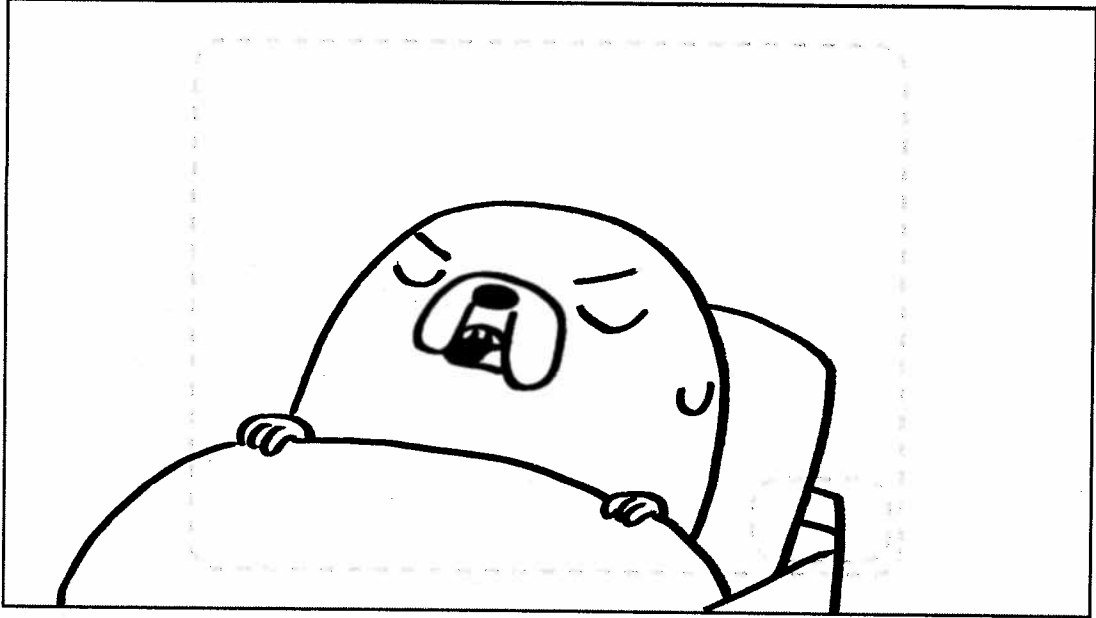
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK / (os) IS THAT OK ? If I just
put it right here for now?
J / (inhaling through nose)

Action:

Timing:

J / YESSSSS.

EPISODE # 100860

Production :

ADVENTURE TIME



Page 197

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

(looks to his right)

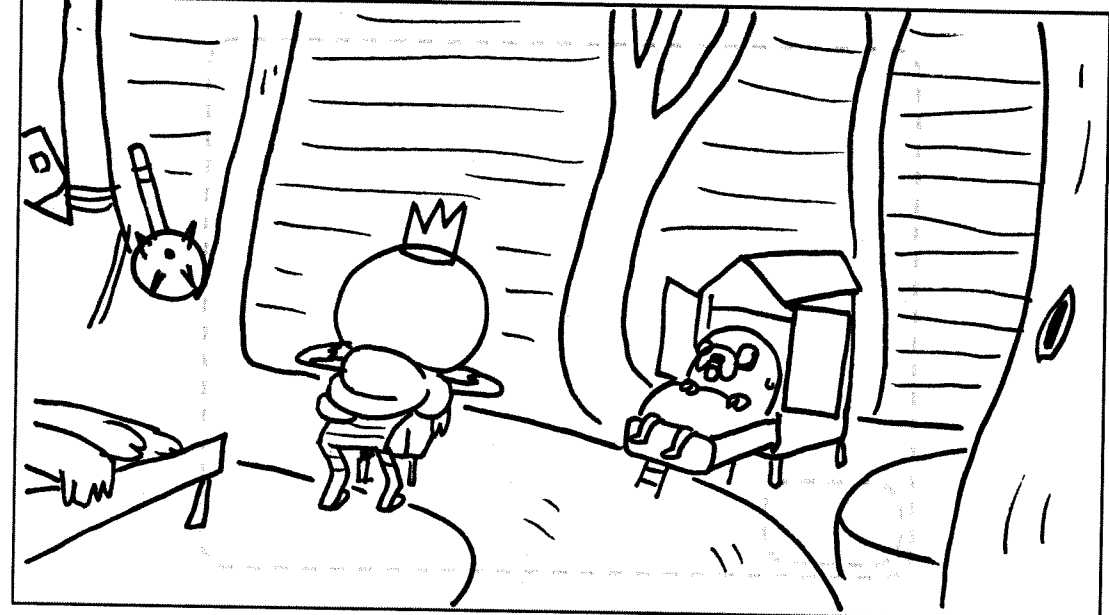
EPISODE # 100860
Production :

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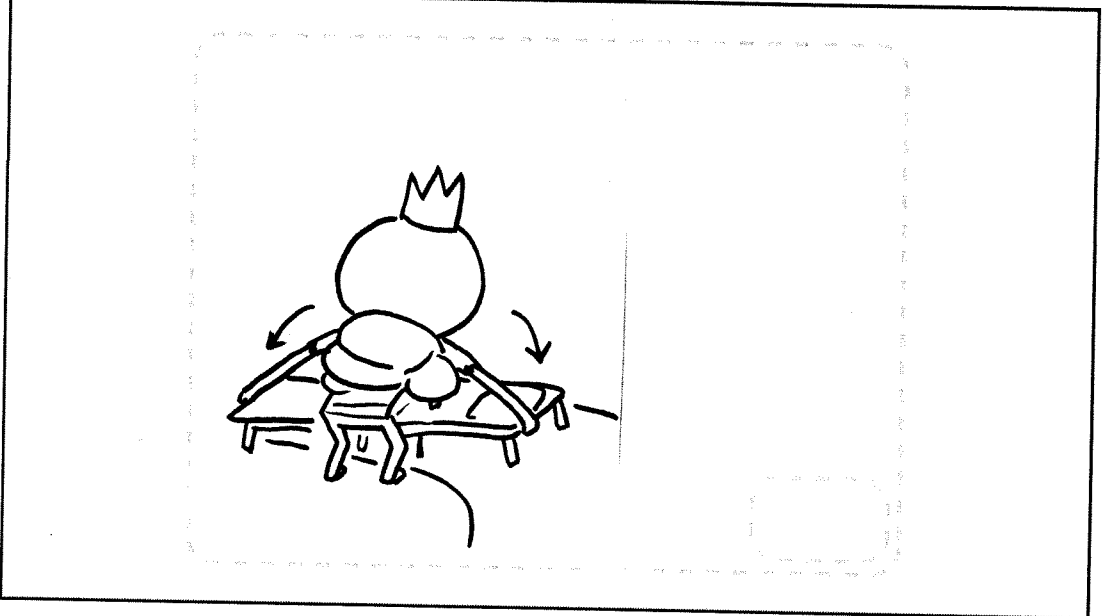
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

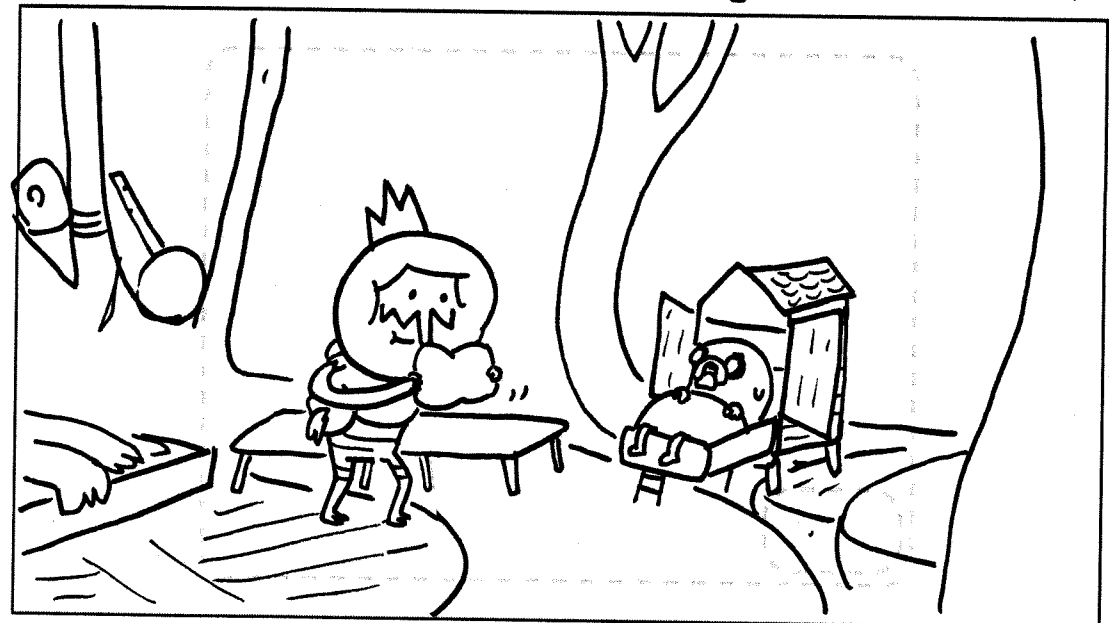
(opens cot)

EPISODE # 100860
Production :

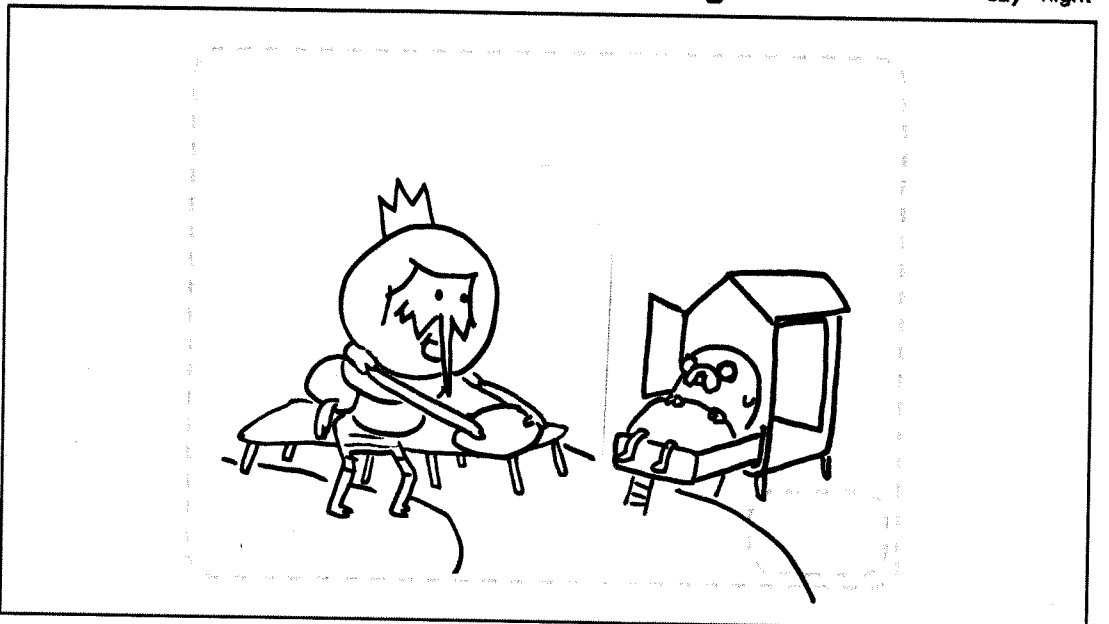
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	J/ YOU'RE SLEEPING UP HERE ?!	IK / WELL NOT <u>YET</u> (snicker)
Action:	(FLUFFS pillow)	
Timing:		

EPISODE # 100860
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action: (bed bounce)
Timing:

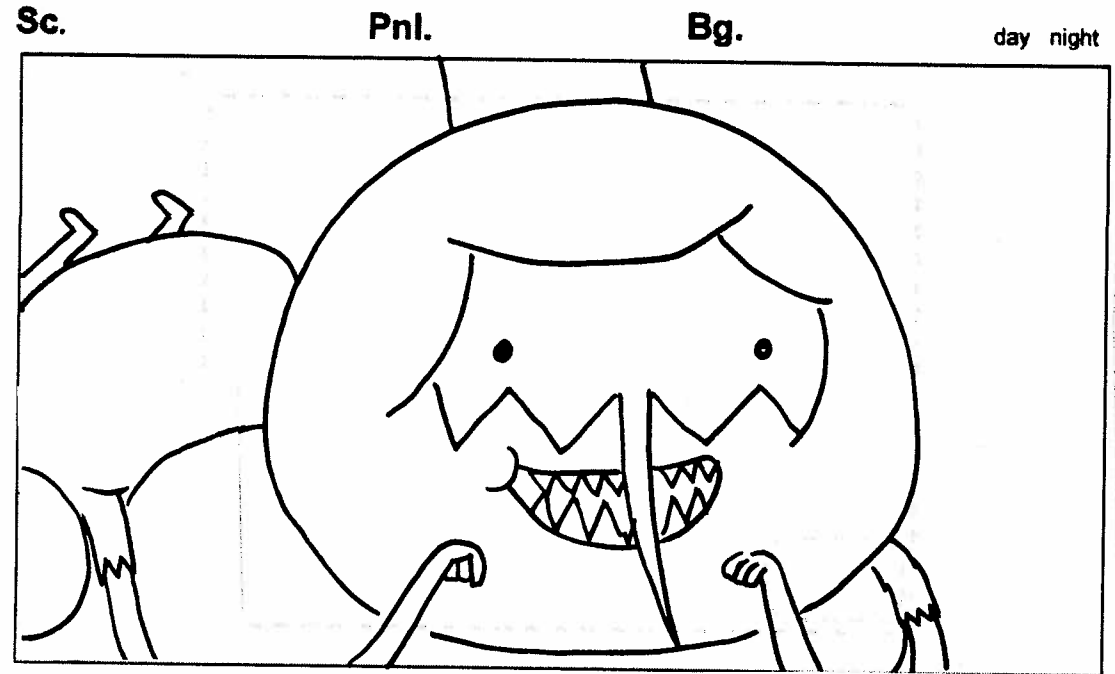
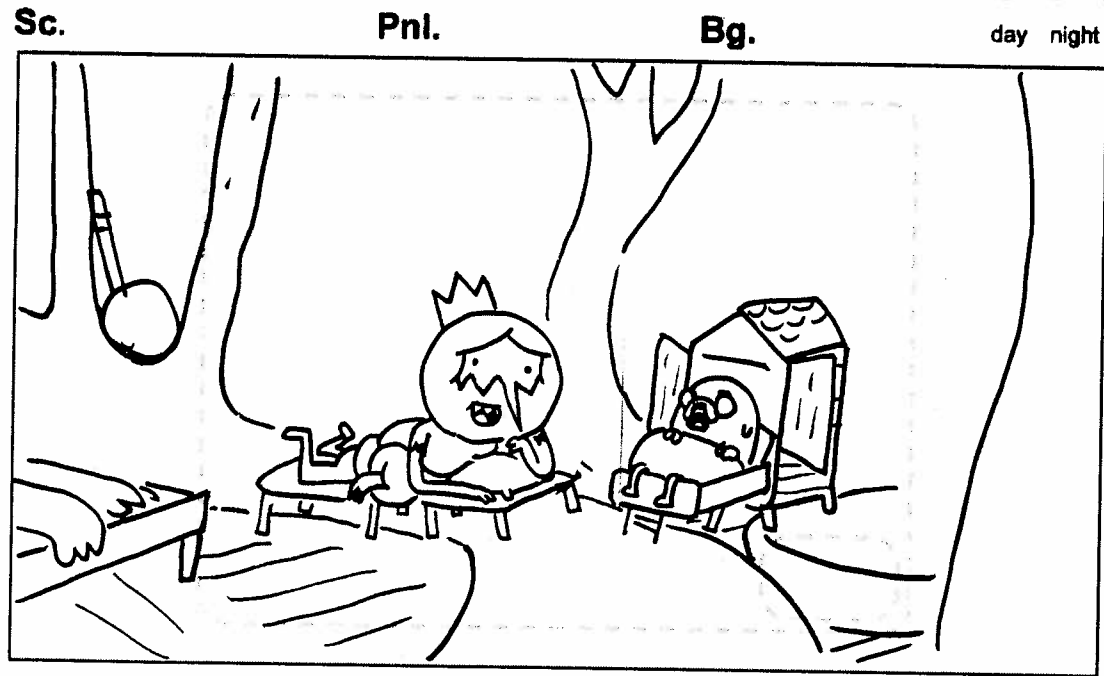
EPISODE # 100860
Production :

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ADVENTURE TIME



Page 201



Dialog:

IK / NOT BEFORE OUR NEXT
BONDING ACTIVITY

IK / "LATE NITE GAB SESSION!"

Action:

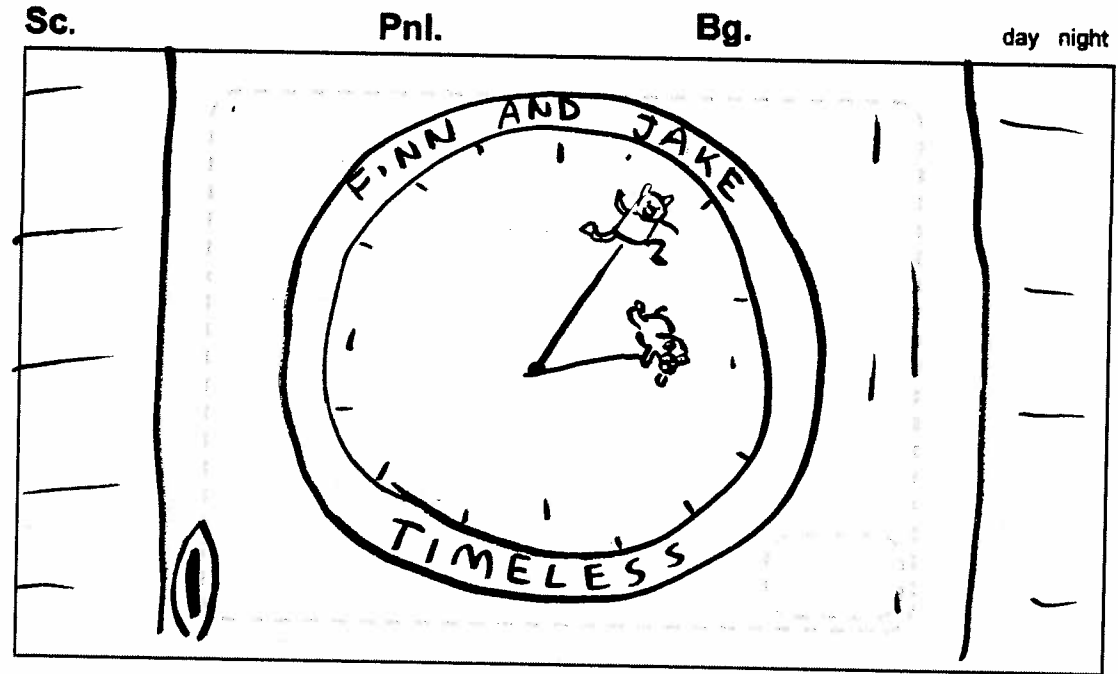
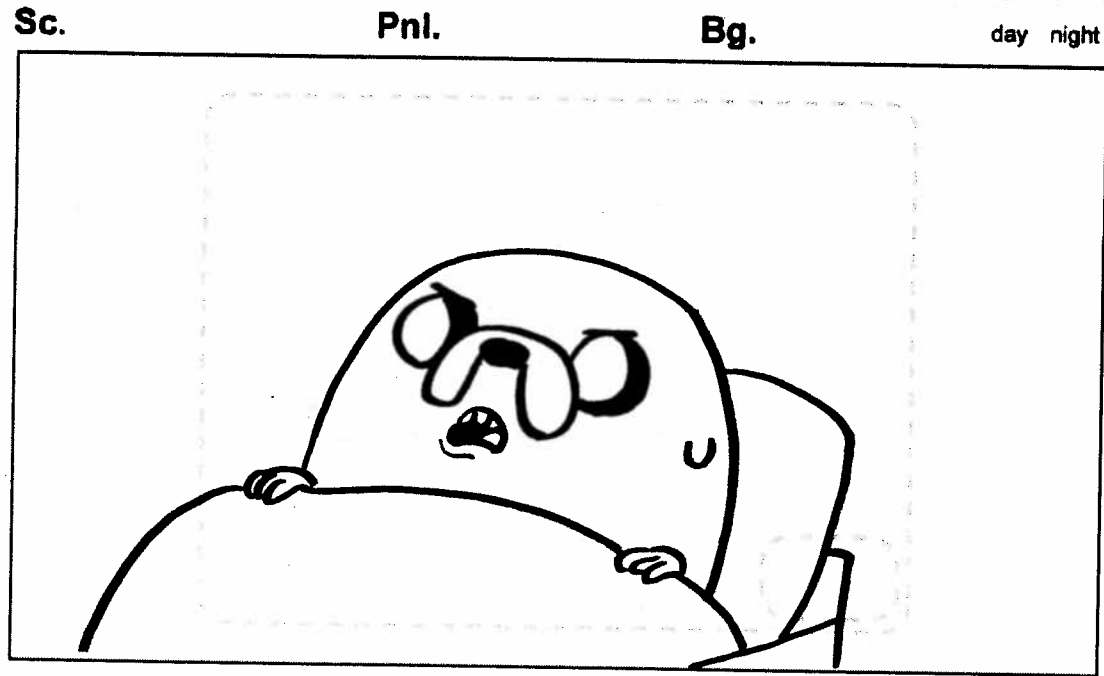
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



Page 202

Dialog:

(tick , tick , tick)

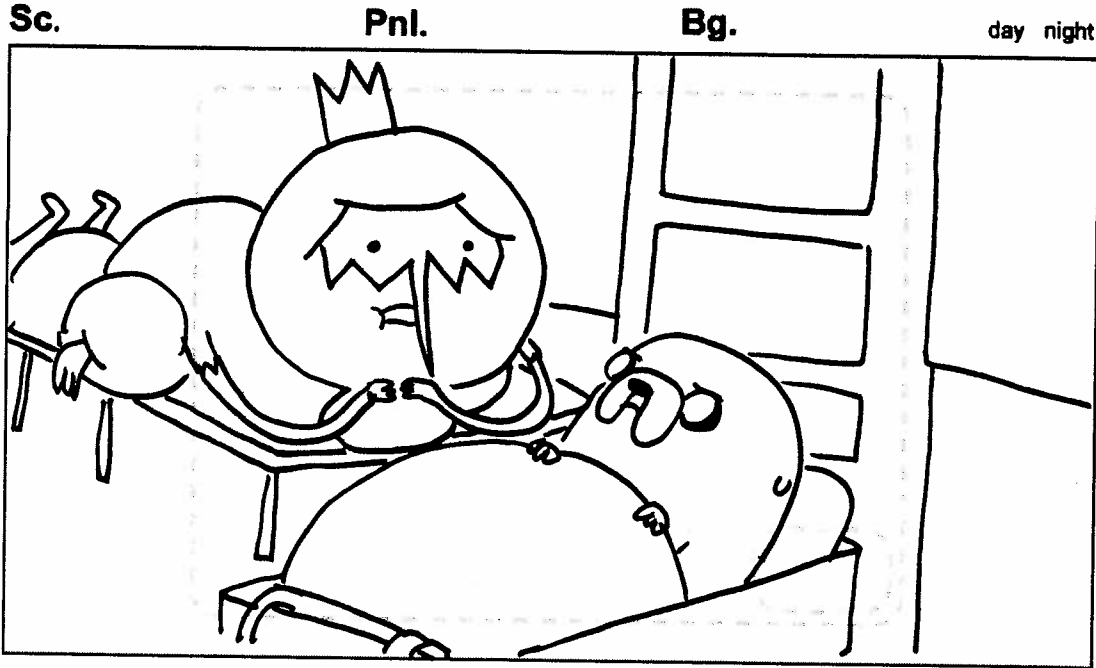
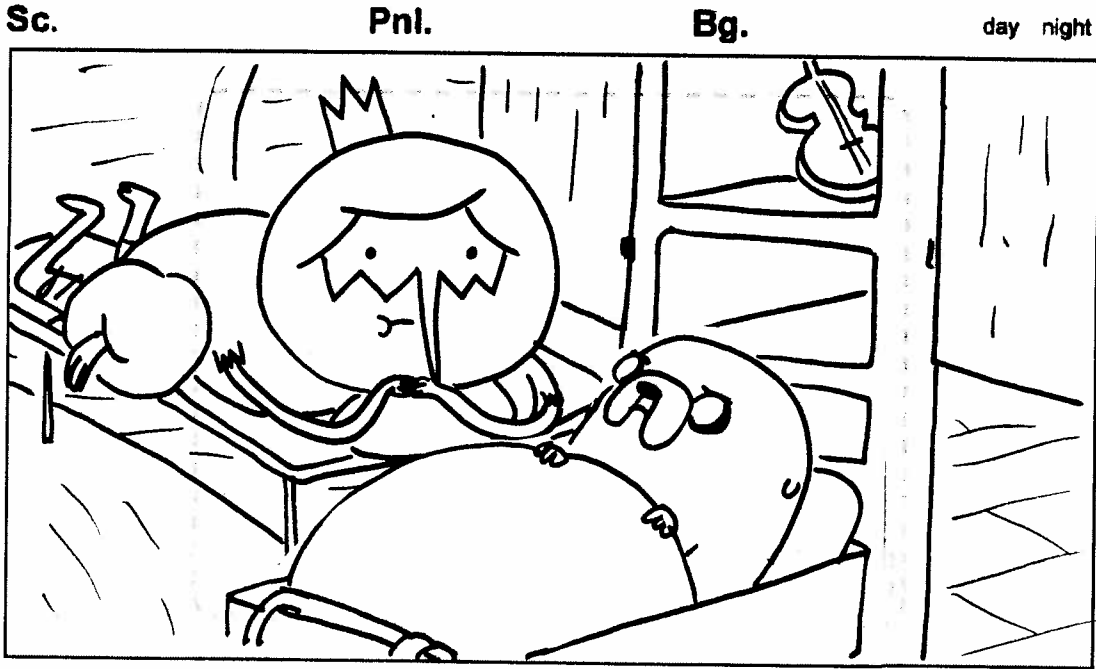
Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME

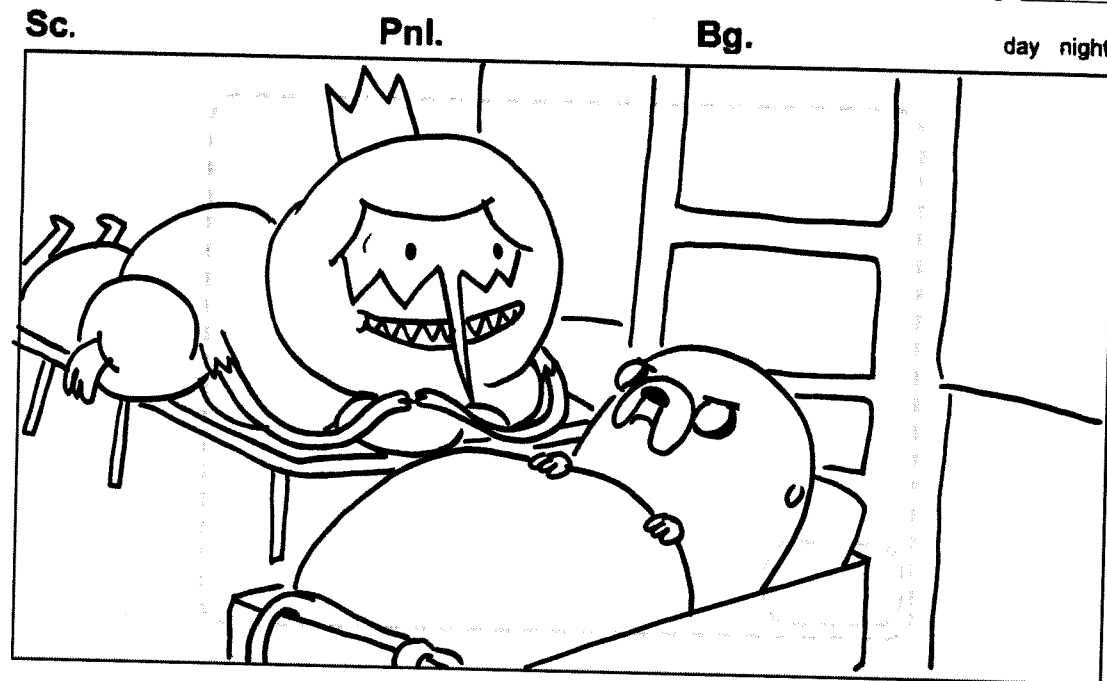
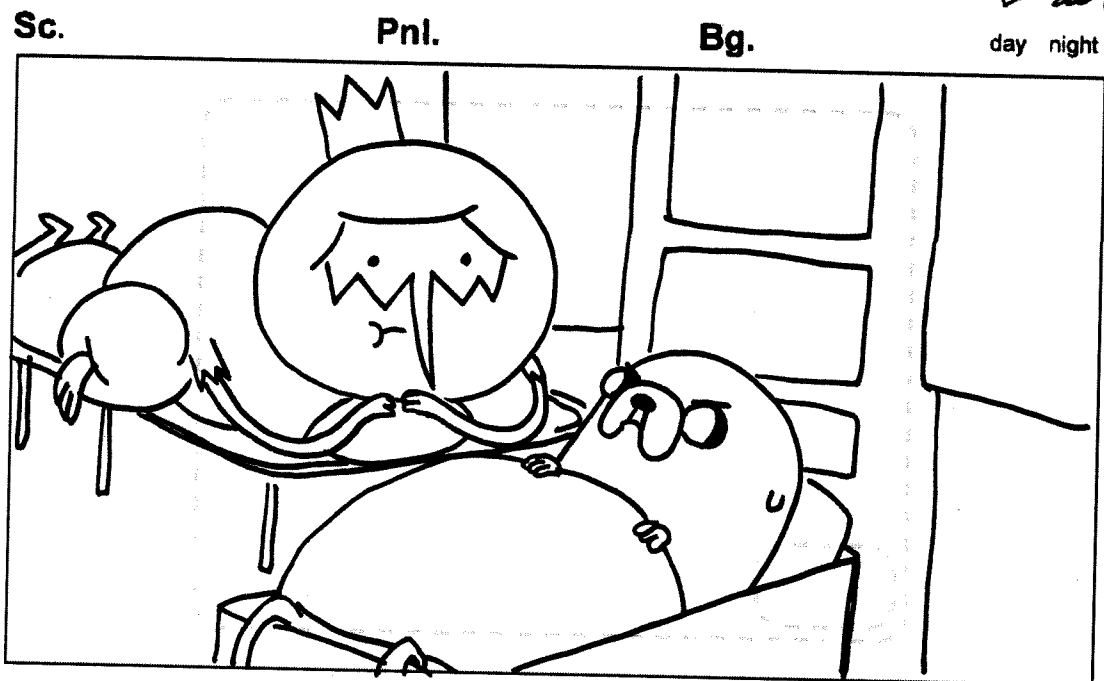


Dialog:	IK / DO YOU WANNA TALK ABOUT GIRLS?
Action:	
Timing:	

ADVENTURE TIME



Page 204



Dialog:

IK / DO YOU HAVE A CRUSH
ON ANYONE???

Action:

Timing:

EPISODE #

100860

Production :

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ADVENTURE TIME



Page 205

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
J / YEAH , MY GIRLFRIEND <u>LADY RAINICORN</u> ?!
Action:
Timing:

EPISODE # 100860

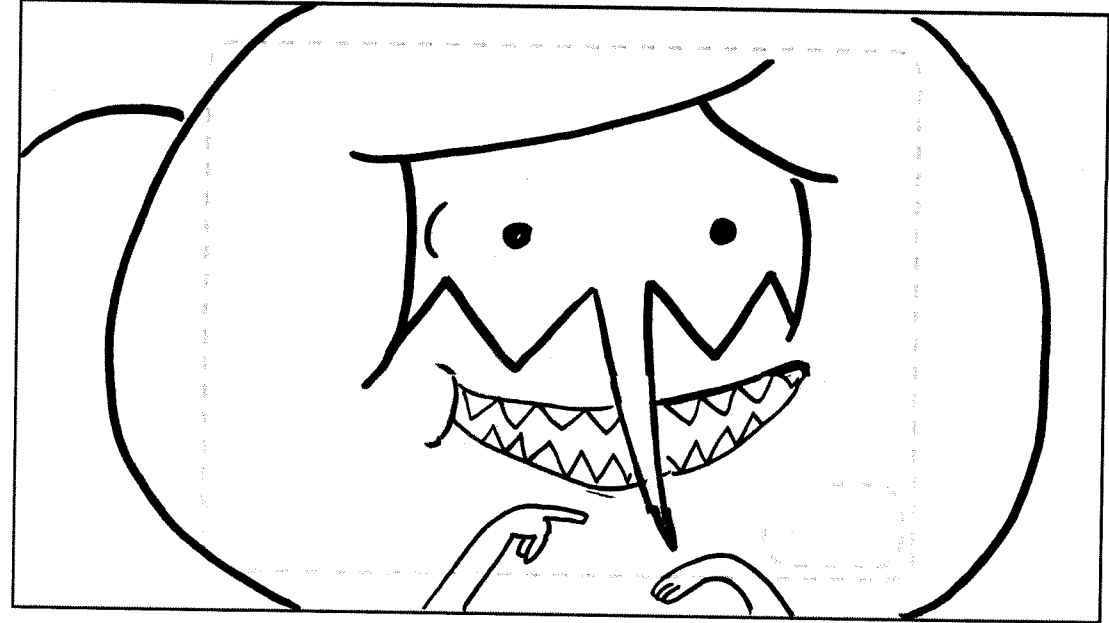
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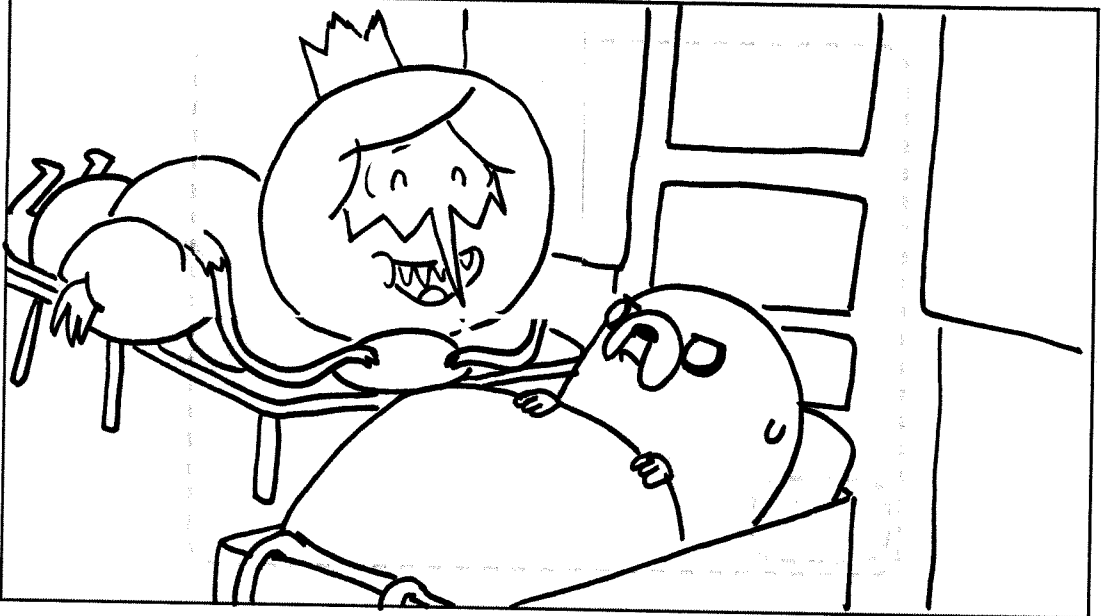
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	IK / DON'T WORRY , I WON'T TELL ANYONE !	IK / HAHAAH .
Action:		
Timing:		

EPISODE #

100860

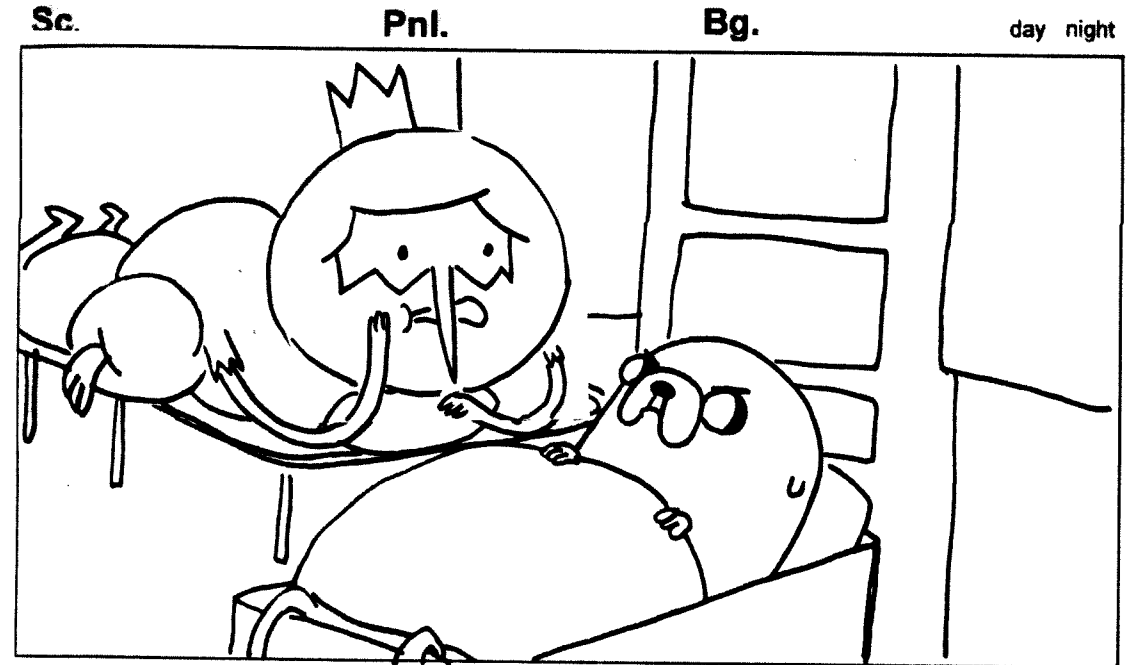
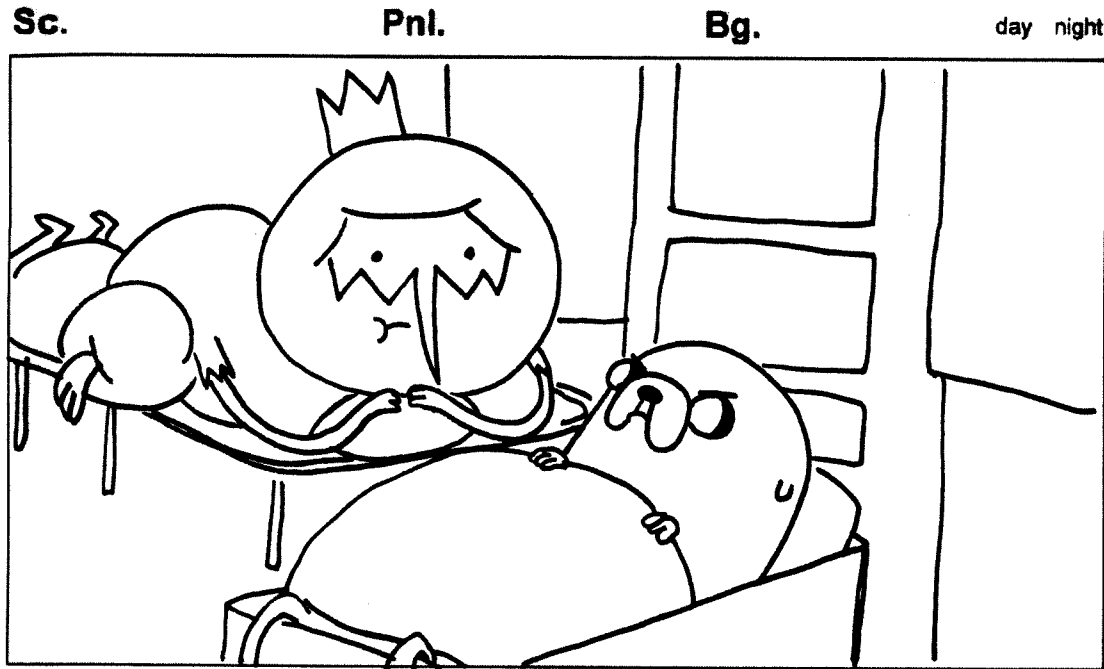
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ADVENTURE TIME



Page 207



Dialog:	ik / (whispering) I HAVE A CRUSH ON PRINCESS BUBBLEGUM.
Action:	
Timing:	

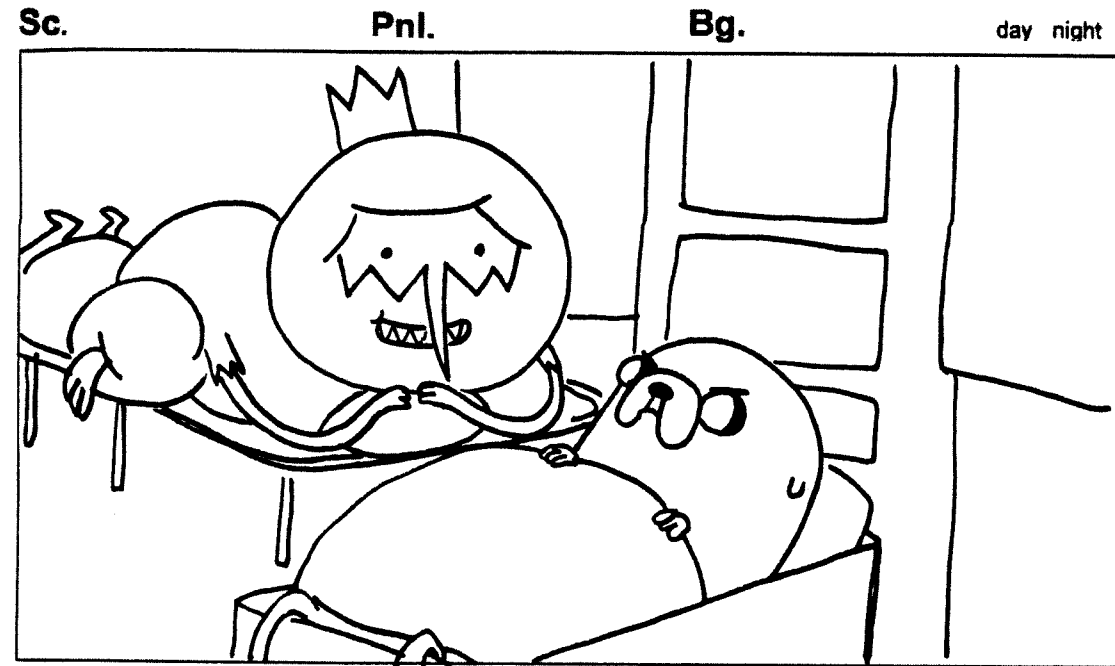
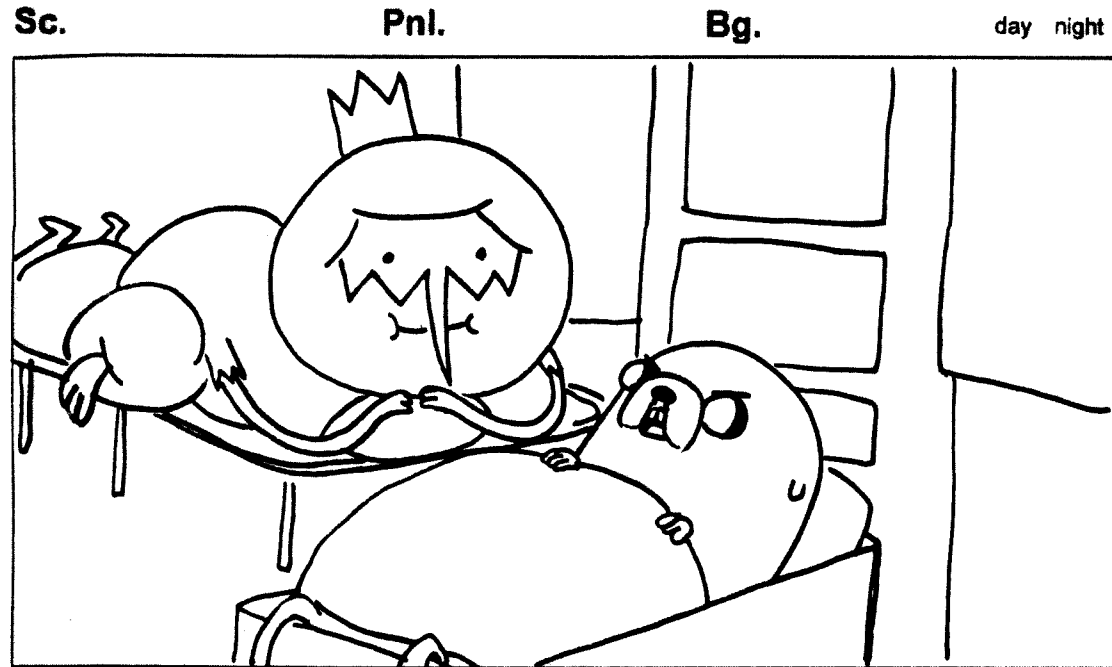
EPISODE # 100860
Production :

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ADVENTURE TIME



Page 208



Dialog:

J / YOU'RE KIDDING.
(sarcastic)

IK / NO, I'M NOT. I'VE LIKED
HER FOR QUITE SOME TIME.

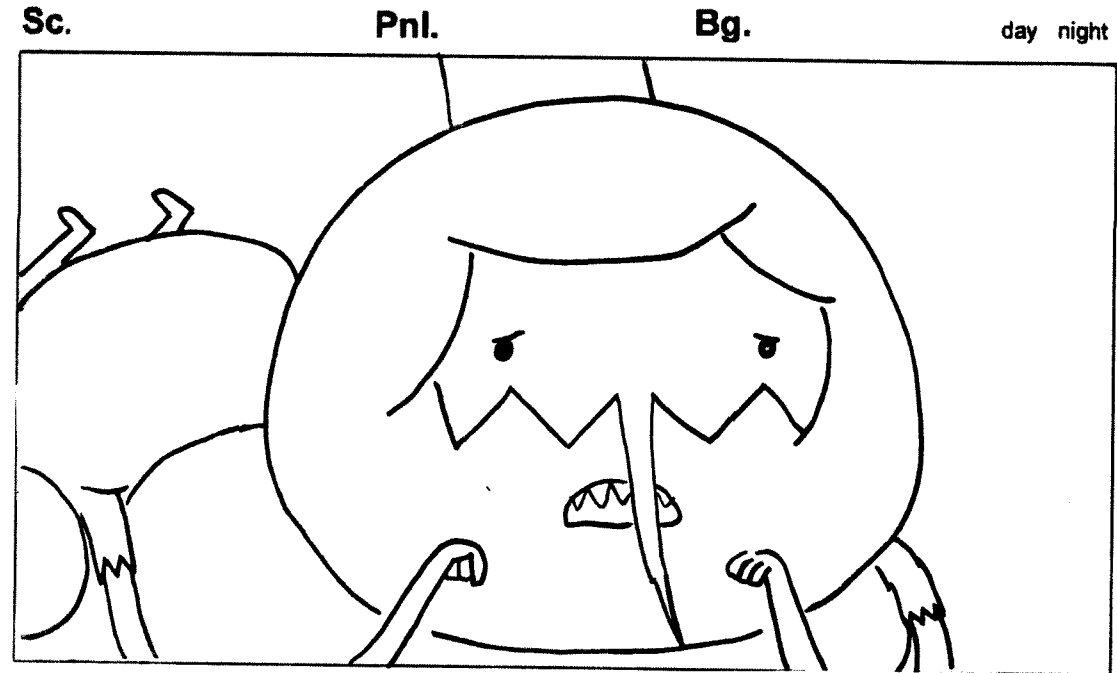
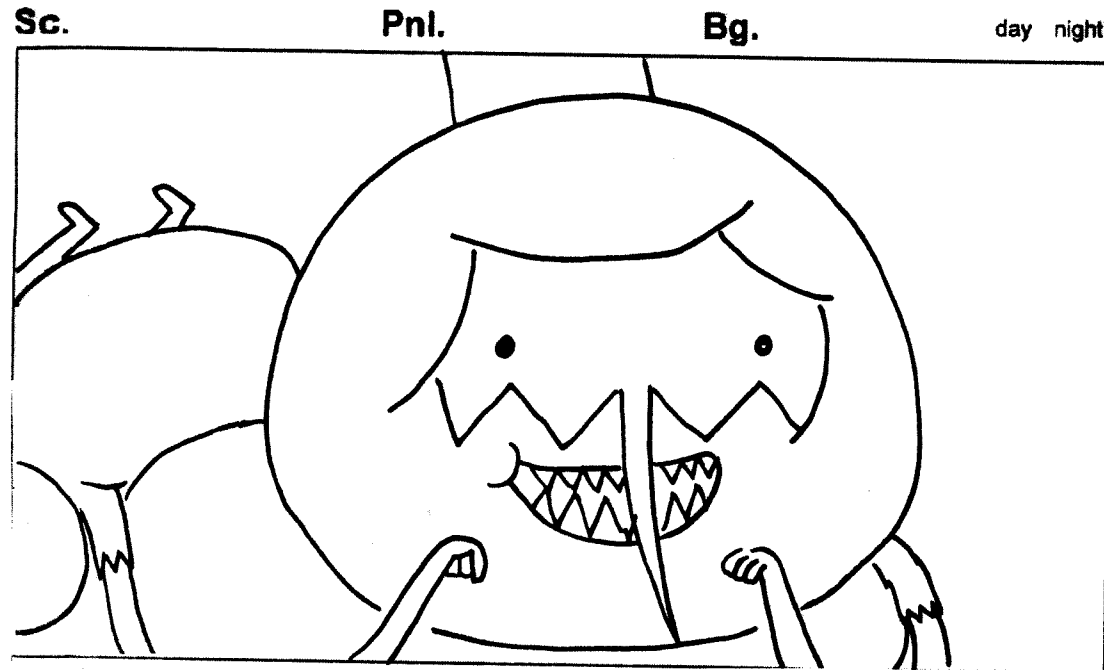
Action:

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Dialog:

ik / Hee hee, IT FEELS WEIRD
TO SAY IT OUT LOUD.

(beat)

Action:

Timing:

EPISODE # 100860

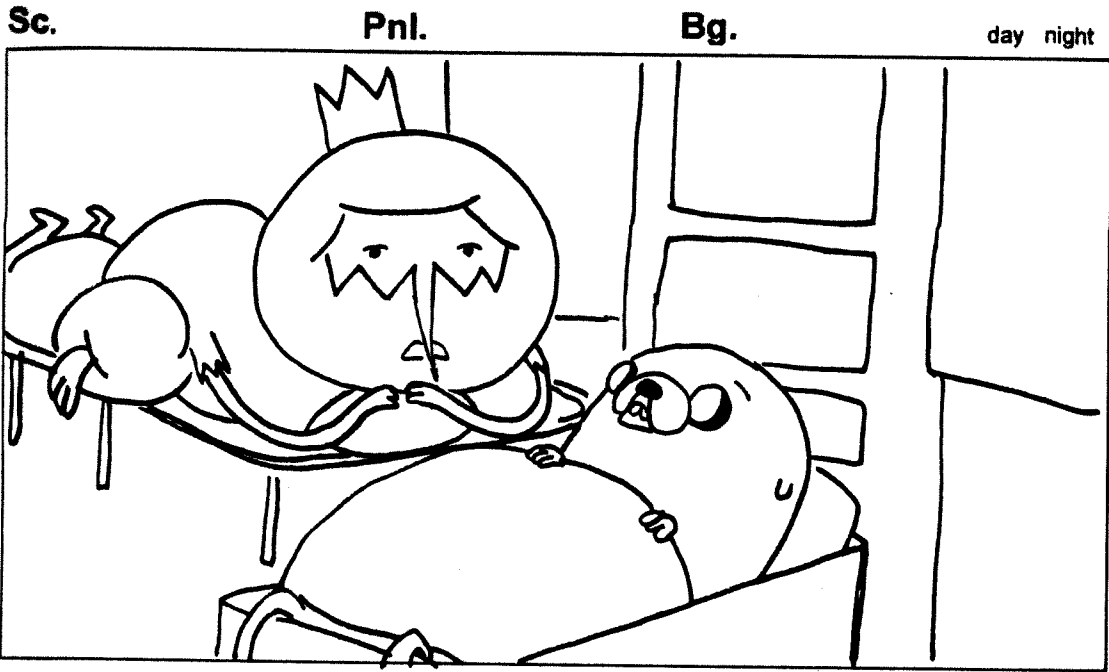
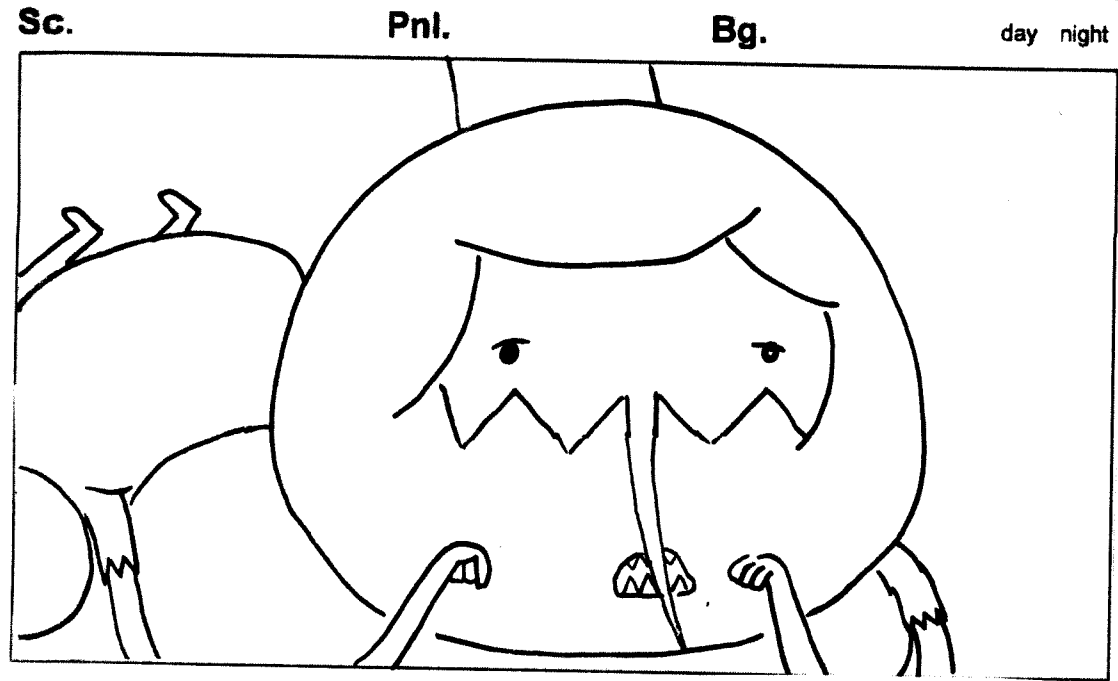
Production :

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ADVENTURE TIME



Page 210



Dialog:
IK / Z Z Z Z Z
IK / Z Z Z Z
J / WHA - ?
Action:
Timing:

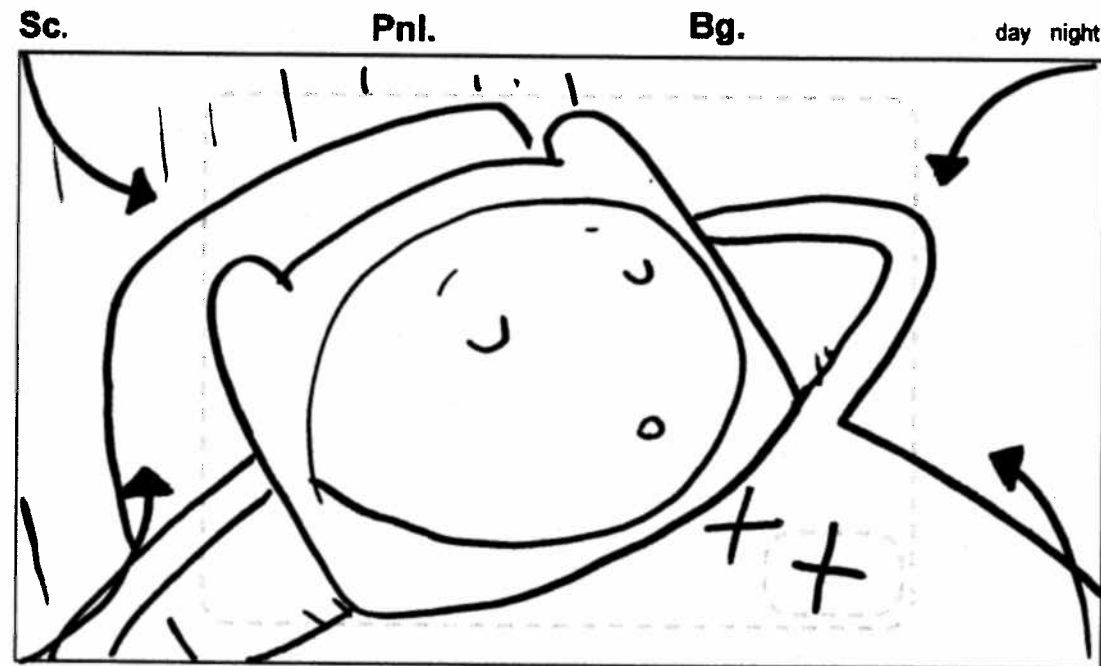
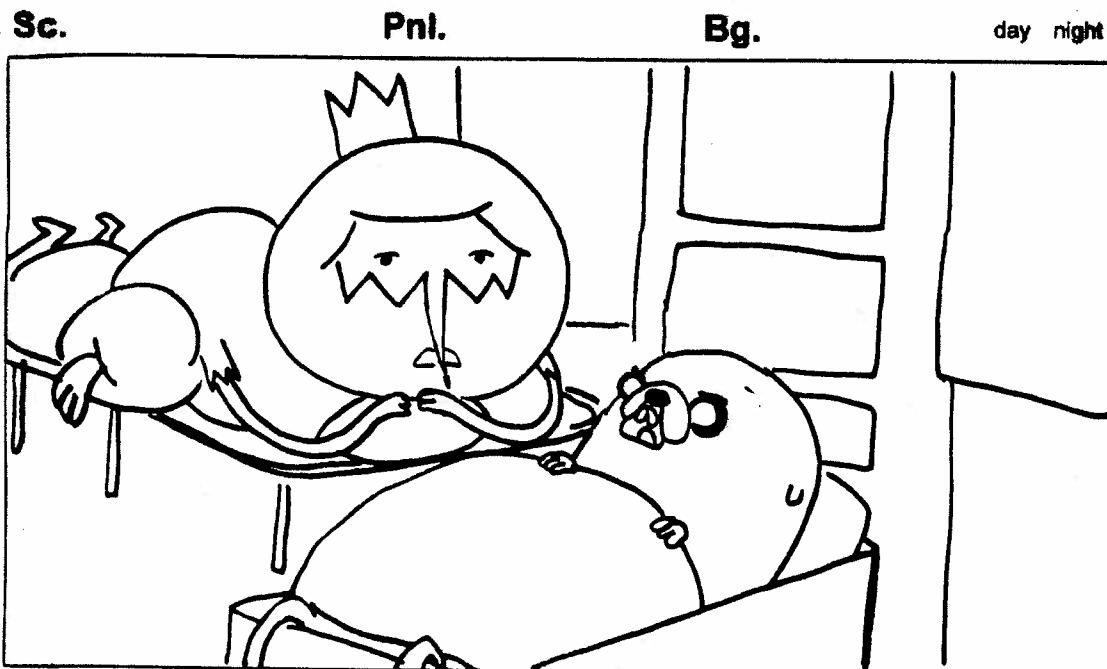
EPISODE # 100860

Production :

ADVENTURE TIME



Page 211



Dialog:

J / AW, HE FELL ASLEEP
WITH HIS EYES OPEN!

J / (OS) FINN! FINN,
SNAP OUT OF IT!

Action:

(dreamy push in
as we dissolve into
Finn's mind)

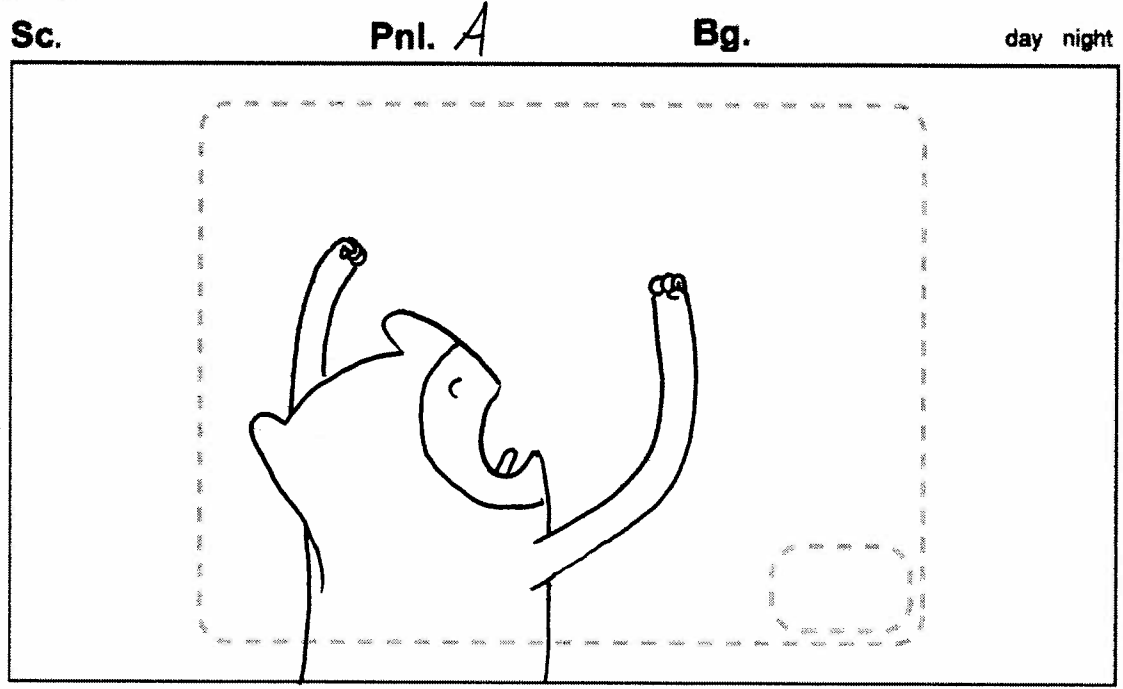
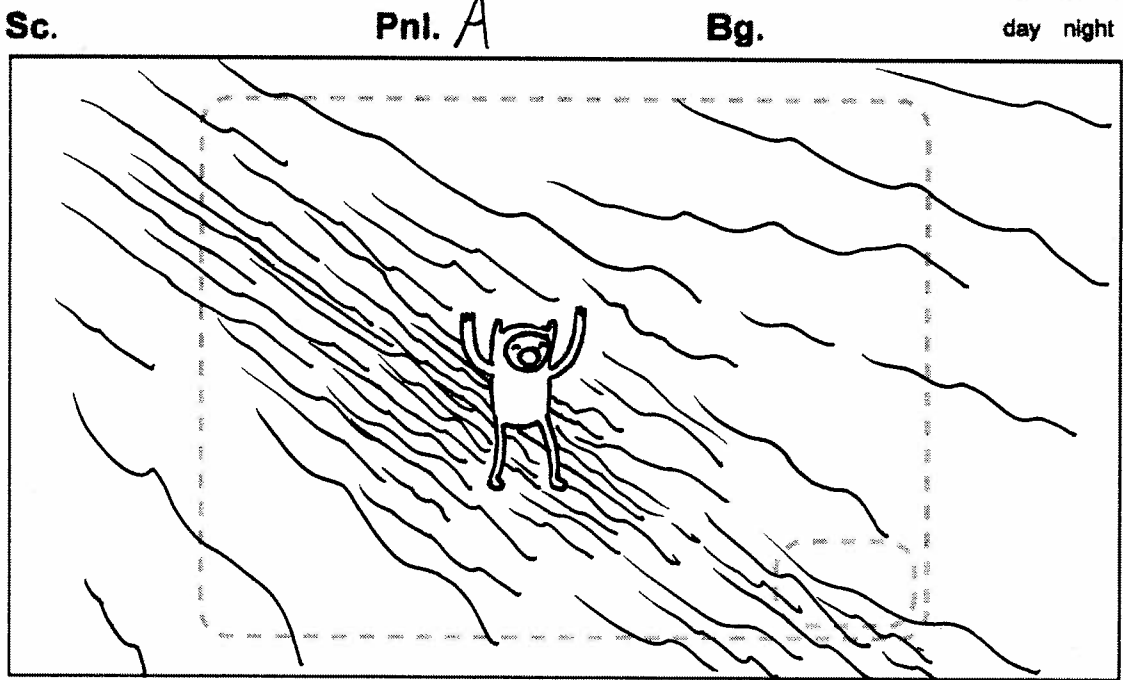
Timing:

100860

EPISODE #

Production :

ADVENTURE TIME



Dialog:	Astral Beast, where are you?!!	Show yourself!!! WHY NOT !!!
Action:	(back in Finn's mind)	
Timing:		

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div></div>				

Sc.	Pnl.	Bg.	day	night
<div></div>				

Dialog:
Action:
Timing:

Production :
EPISODE #

100860

ADVENTURE TIME



Sc. Pnl. B Bg. day night

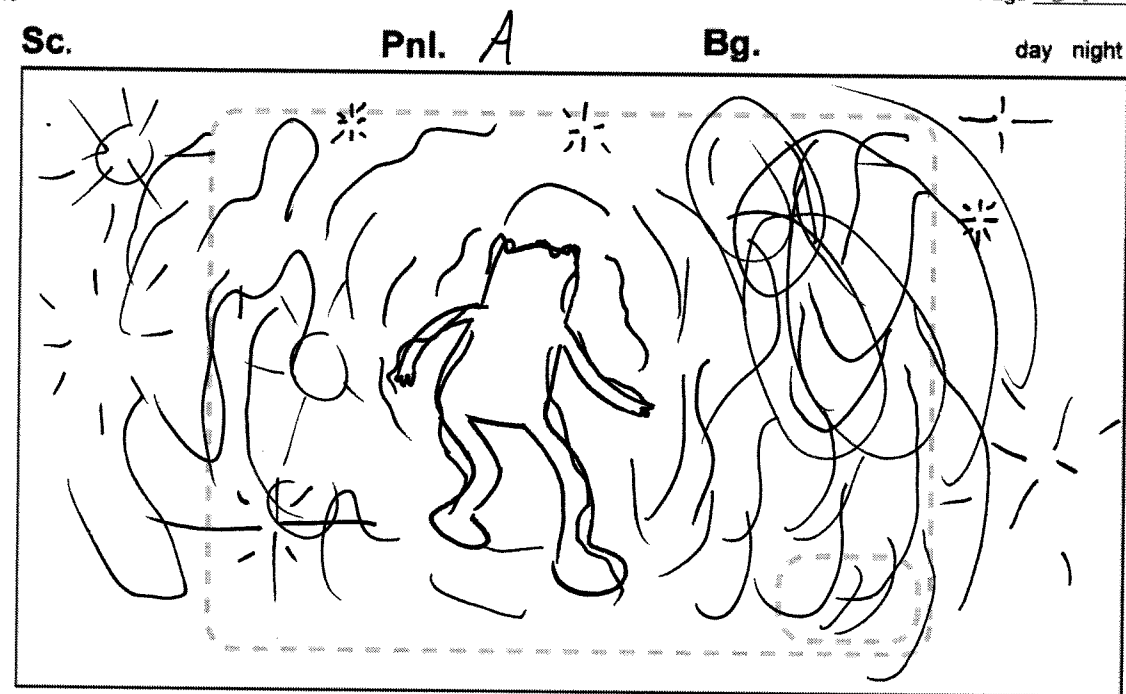
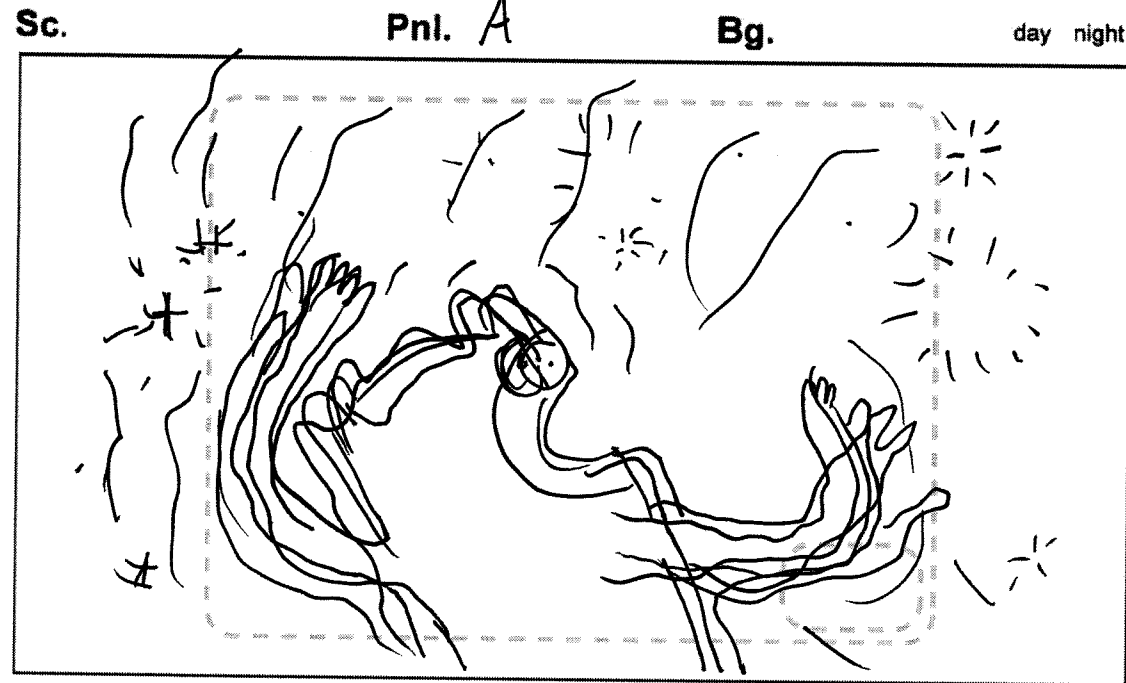
Sc. Pnl. A Bg. day night

Dialog:	
Action:	(spacial vibration) (hears rumbling, spirit world starts to change color?)
Timing:	

ADVENTURE TIME



Page 215



Dialog:	F: This is it!!
Action:	
Timing:	

EPISODE # 100860
Production :

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ADVENTURE TIME



Page 216

Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

Action: (Back in reality)

Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME



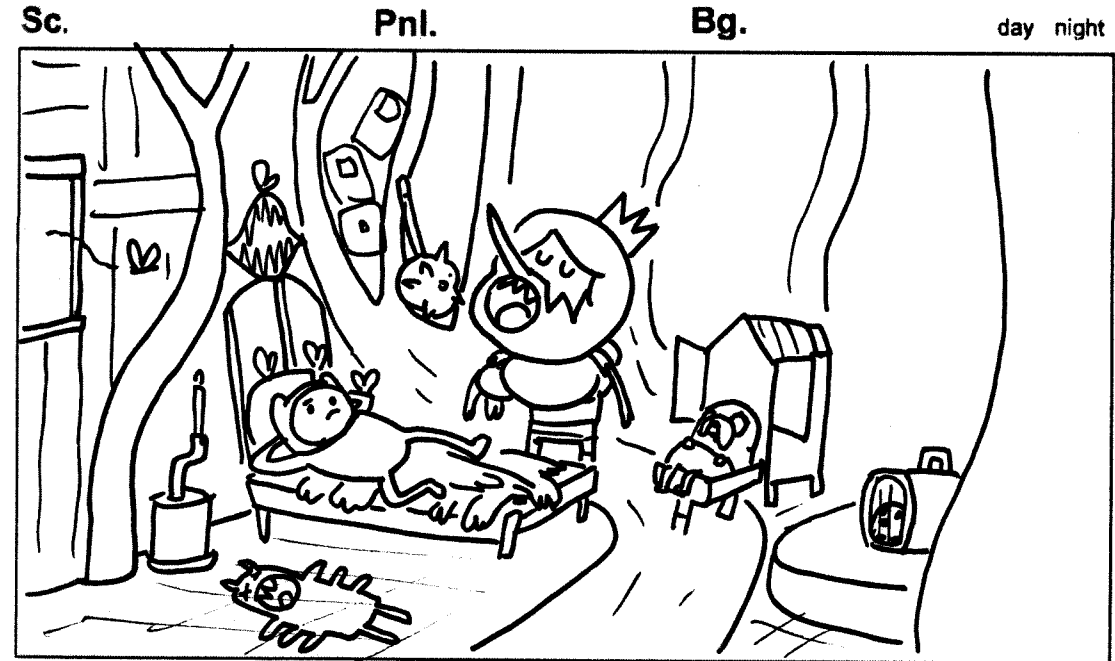
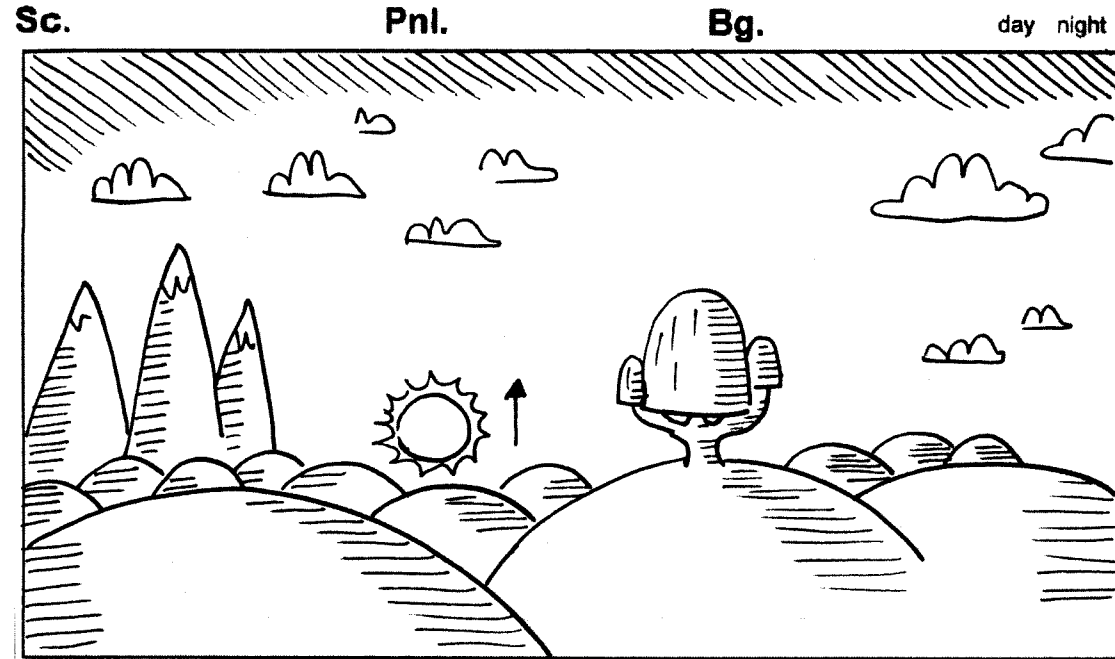
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	F: THE ASTRAL Beast cometh! (hushed)
Action:	
Timing:	

EPISODE # 100860
Production :

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ADVENTURE TIME



Dialog:

(ROOSTER)

IK / ER ER ERRRRR!
(rooster)

Action:

Jake wakes
UP and opens eyes

1.
2.

Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / Haha, who's hungie ?	IK / Jake? You hungie ?
Action:		
Timing:		

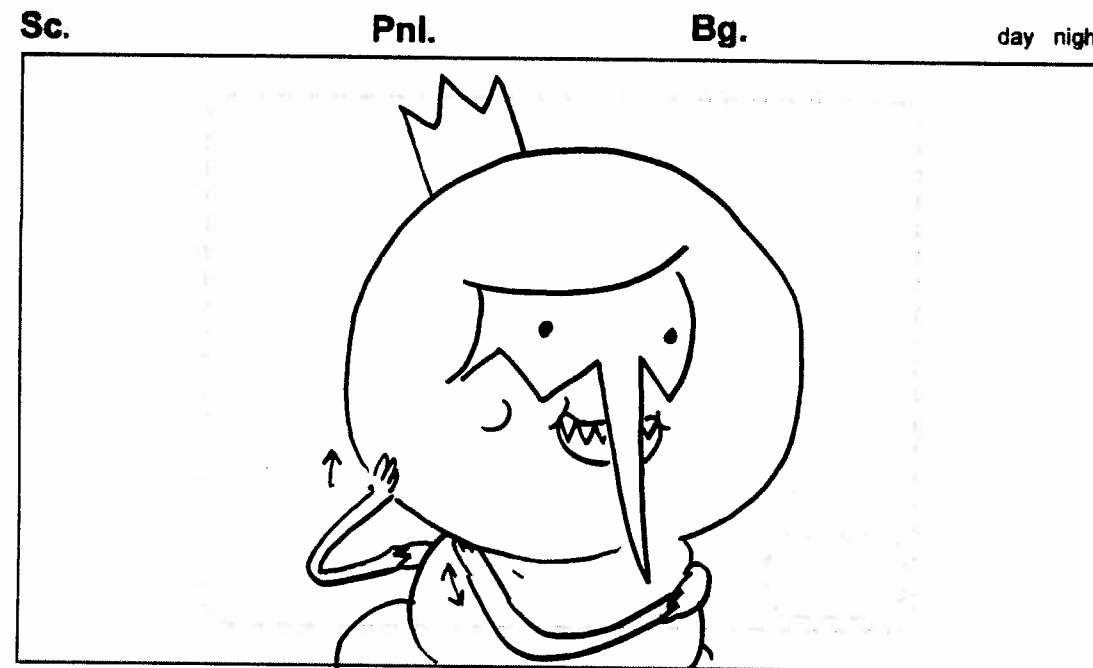
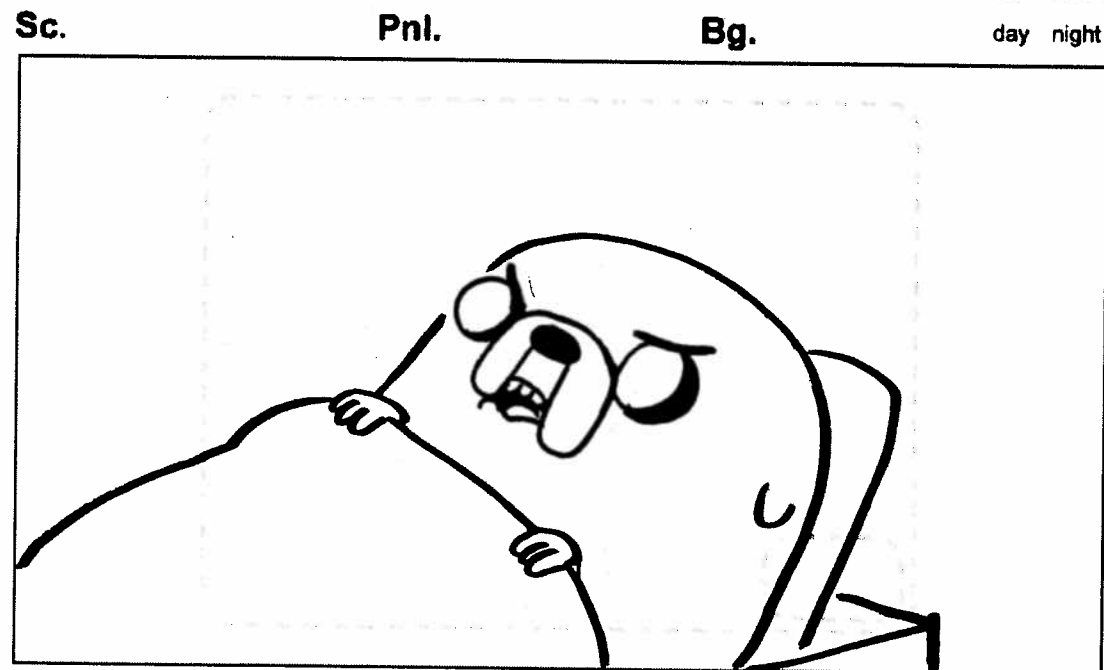
EPISODE # 100860


Production :

ADVENTURE TIME



Page 221



Dialog:	J / I'M <u>HUNGRY</u> .	IK / (chuckle) FAIR ENOUGH...
Action:	 (IK tucking up his beard)	
Timing:		

EPISODE # 100860

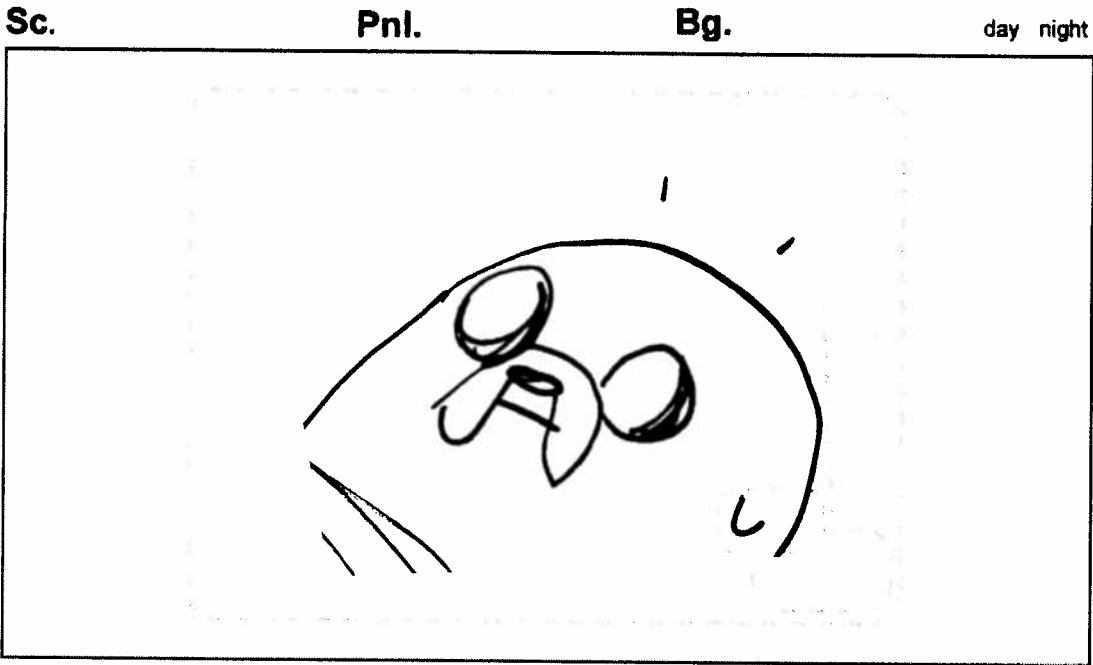
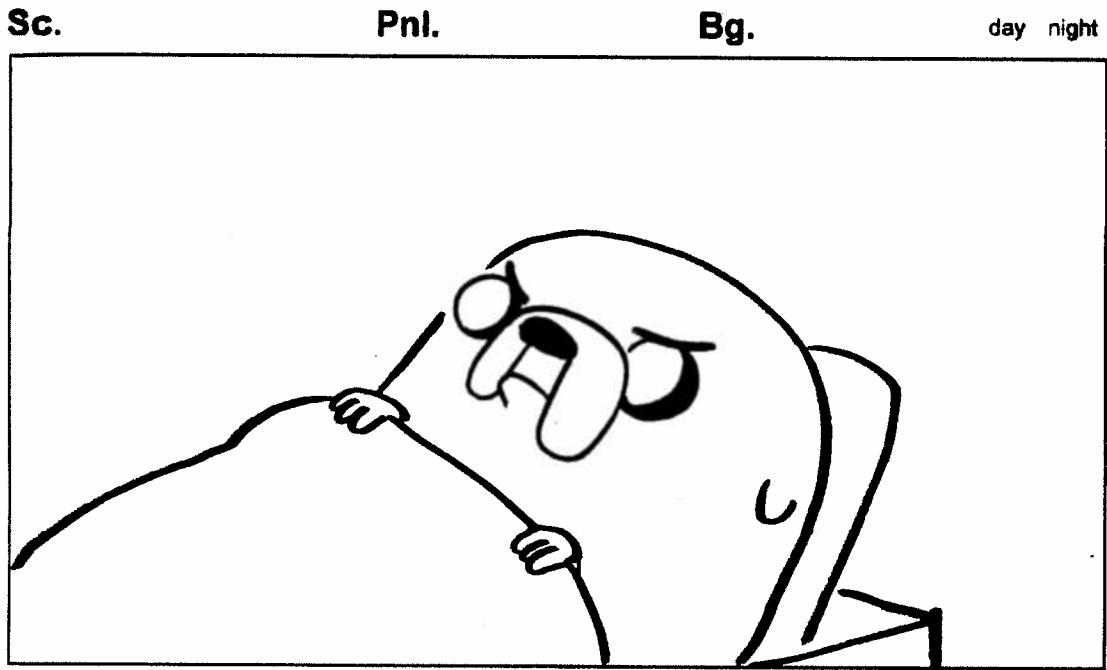
Production :

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ADVENTURE TIME



Page 222



Dialog:

IK / (os) WELL HOW ABOUT I
MAKE US SOME OMELETS .

Action:

Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME



Page 223

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

J / THAT SOUNDS PRETTY
GOOD ACTUALLY --

Action:

Timing:

(IK!) I'm gonna put my
foot in it.

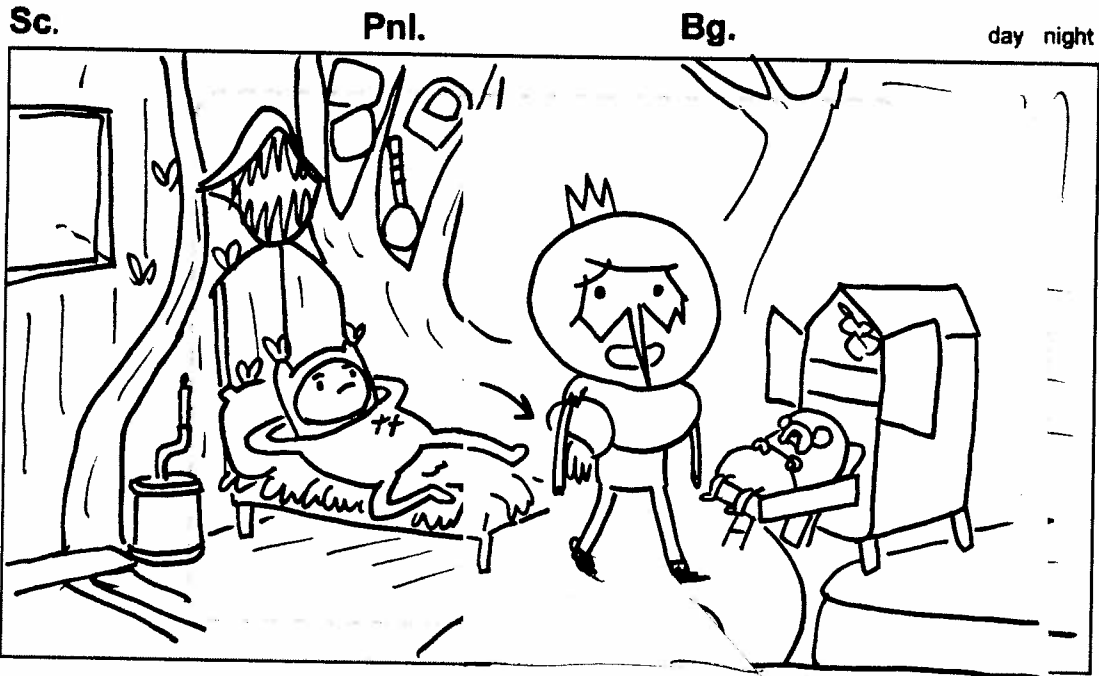
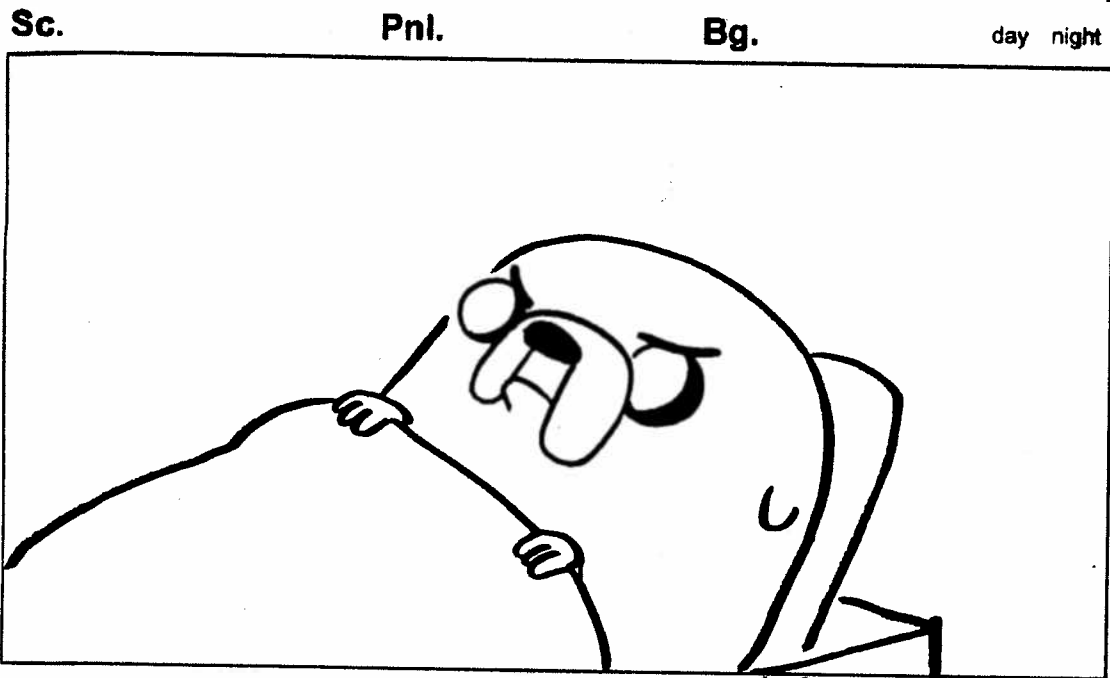
EPISODE #

100860

Production :

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ADVENTURE TIME



Dialog:

IK / EATING A PART OF ME
WILL BRING US CLOSER TOGETHER!

Action:

Timing:

EPISODE # 100860

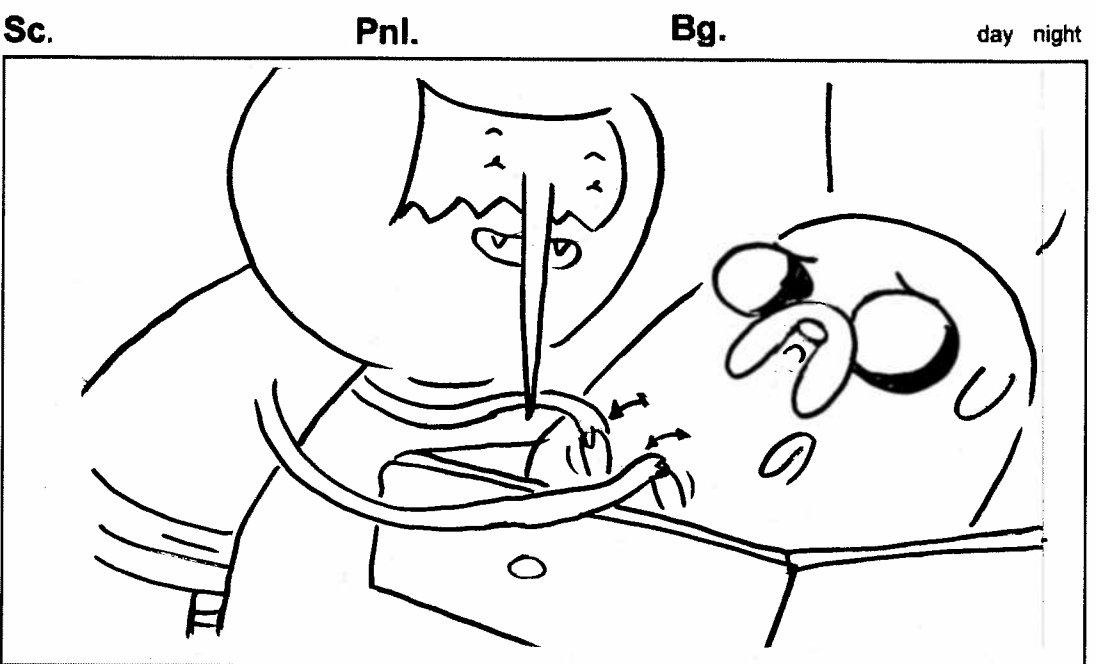
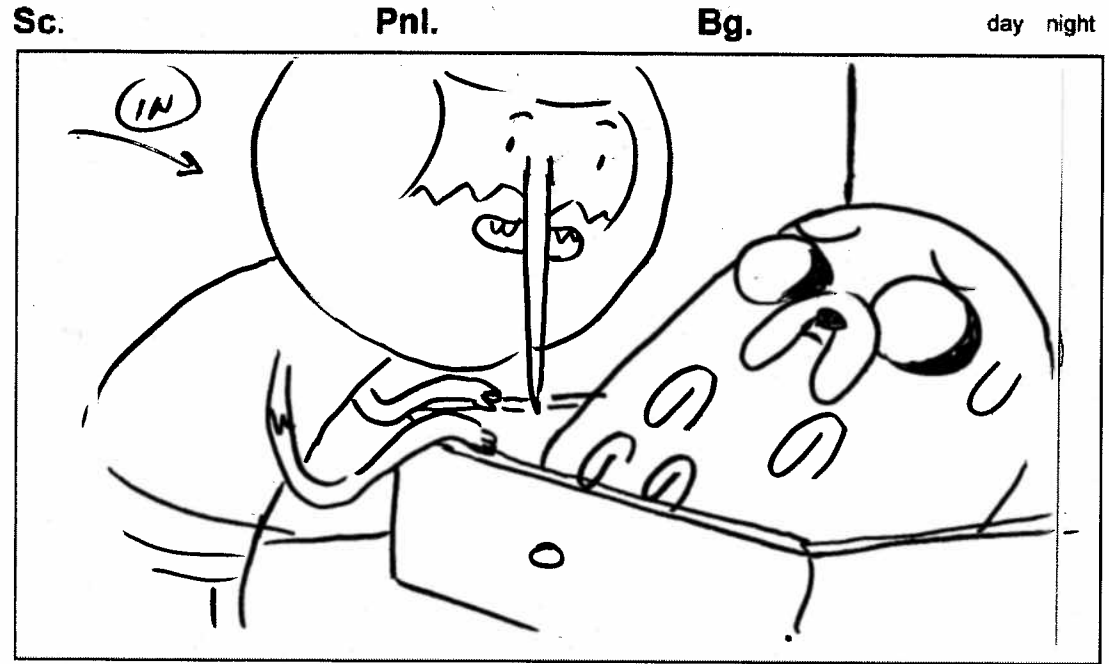
Production :

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ADVENTURE TIME



Page 224A



Dialog:

IK: I'll be inside of you.

Action:

Timing:

IK: hahahaha!!

EPISODE # 100860

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

IK:

HAHA!

Action:

Timing:

EPISODE # 100860

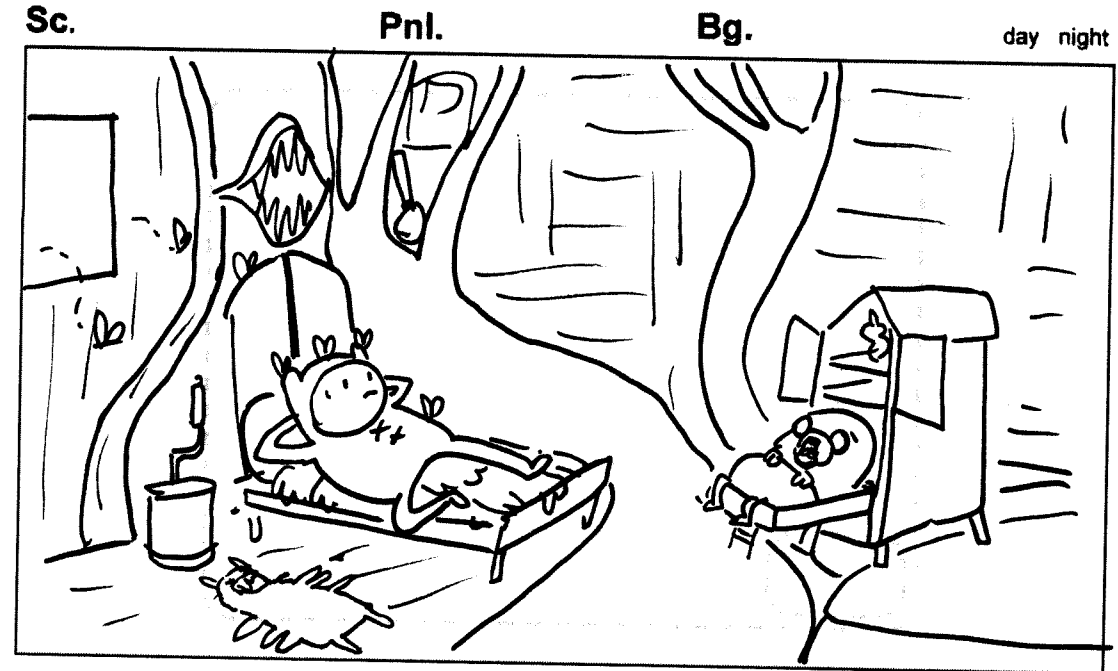
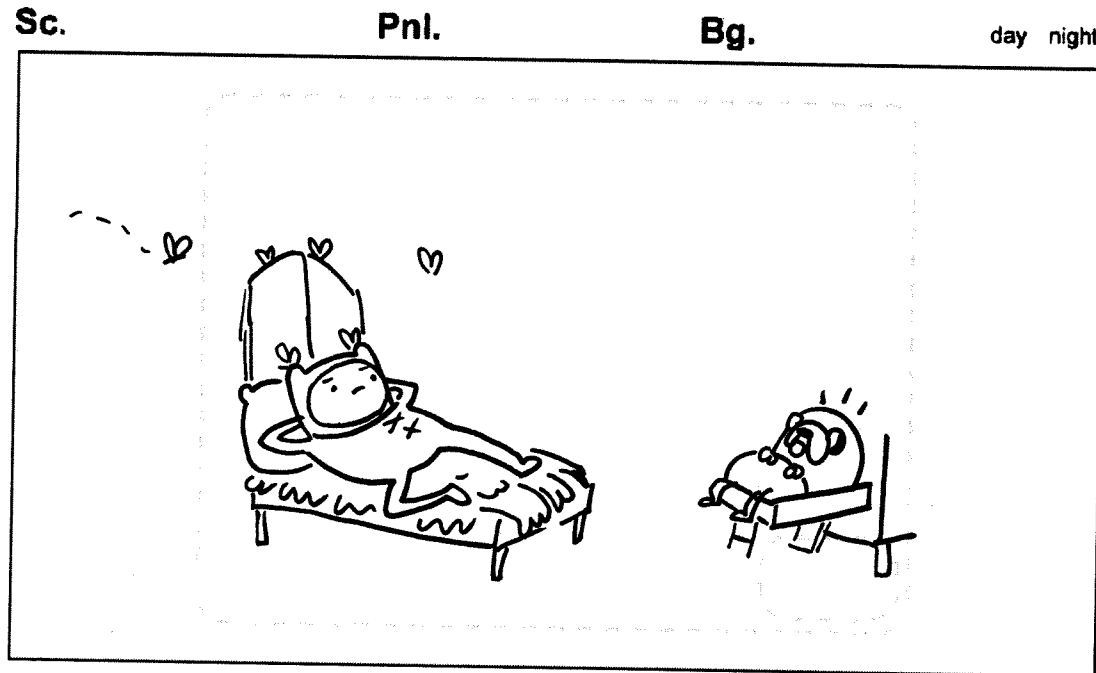
Production :

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ADVENTURE TIME



Page 225



Dialog:

IK/ B.R.B Jaaaaa Keee...

(voice trails off)

J/ Dude! You're BACK! /

Action:

(Jake notices Finn is awake) (exits)

Timing:

EPISODE # 100860

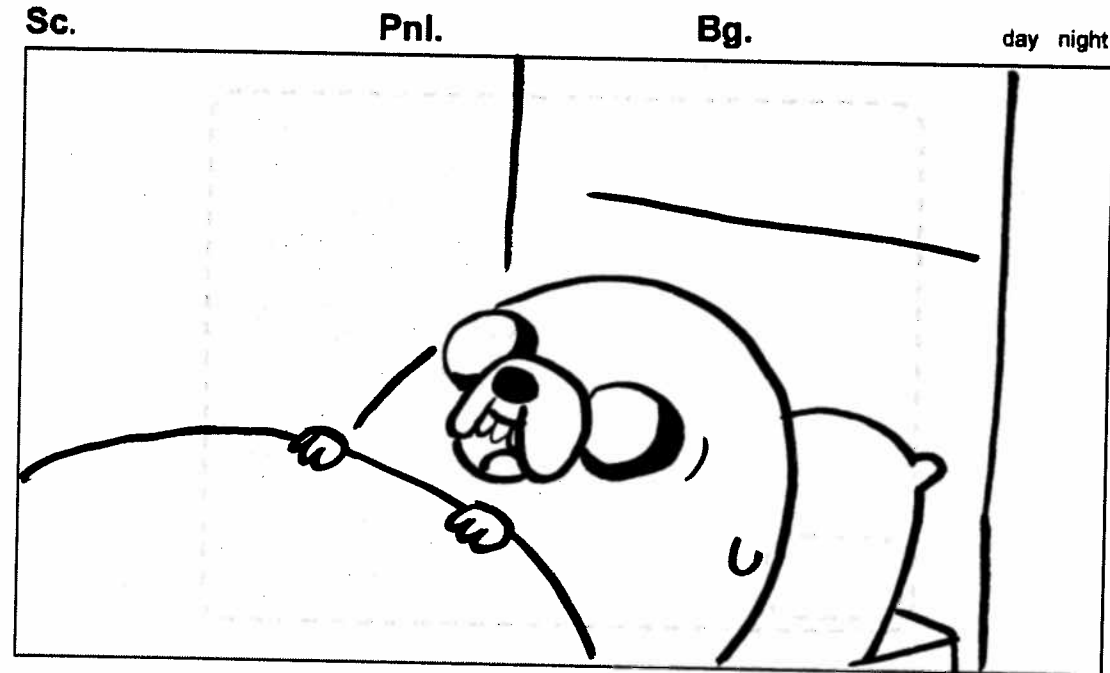
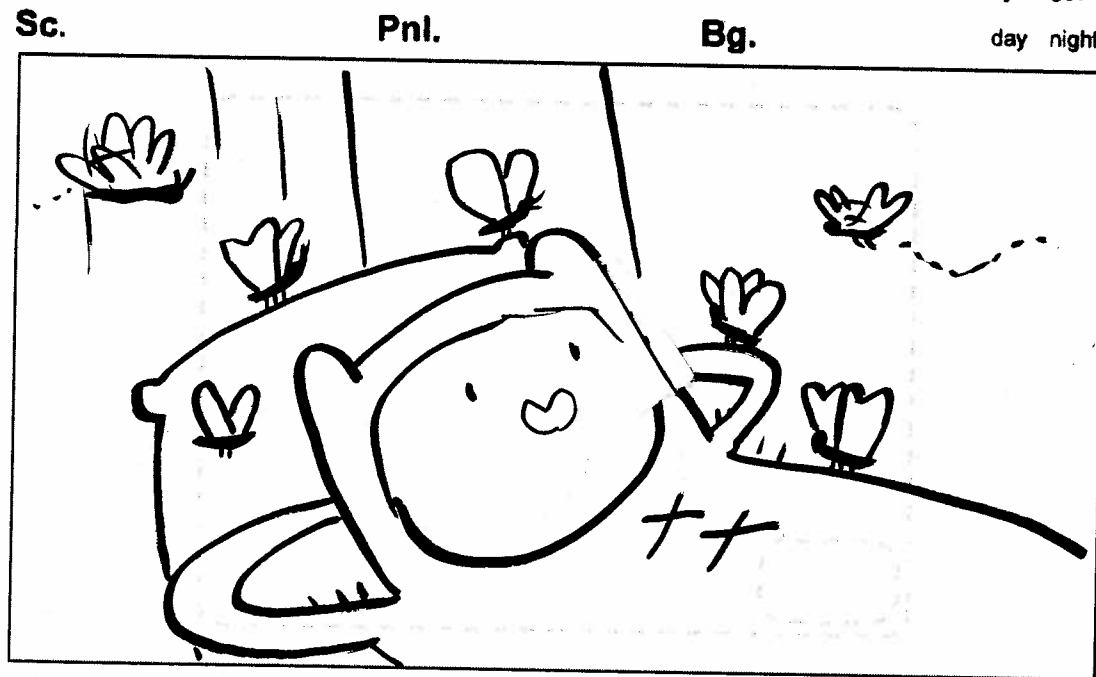
Production :

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ADVENTURE TIME



Page 226



Dialog:	OH. UH... F/ YEAH... I DIDN'T WANNA WAKE ...YOU --	DID IT WORK ?! J/ WHERE'S YOUR ASTRAL BEAST?!
Action:		
Timing:		

EPISODE #
100860

Production :

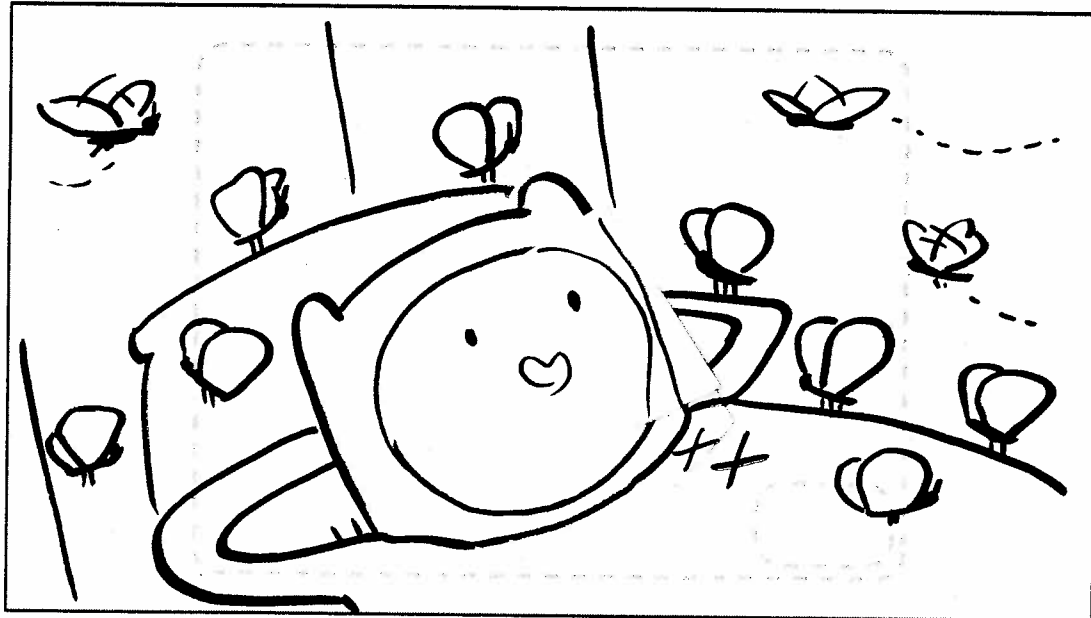
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ADVENTURE TIME

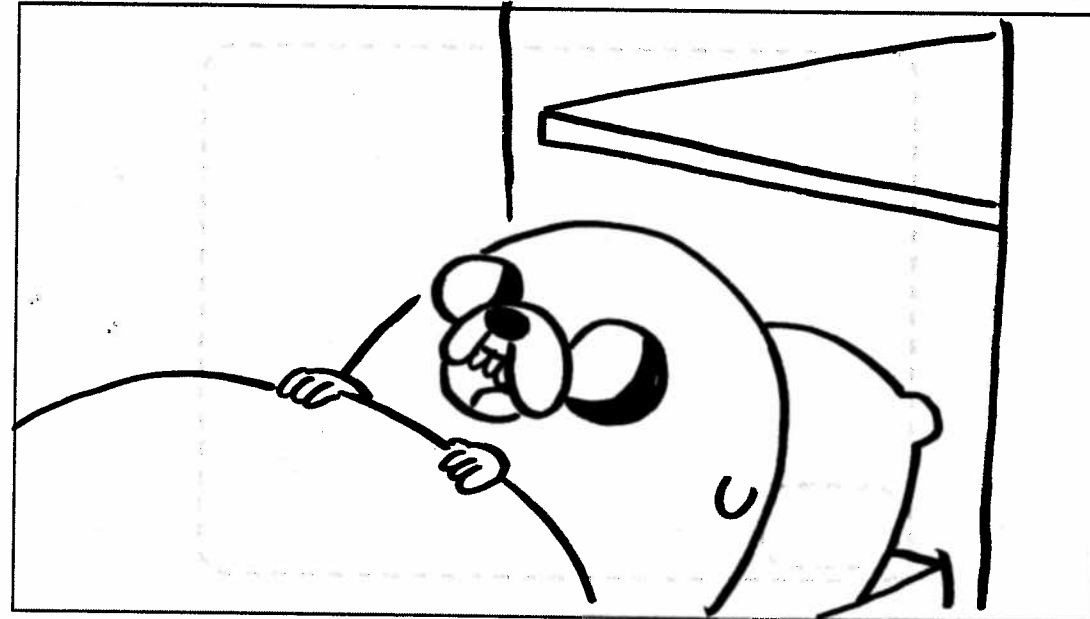


Page 227

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) oh... uhh... it's on it's way...
it's gonna be awesome.

Action:

Timing:

WHAT KIND OF BEAST?!

EPISODE #

100860

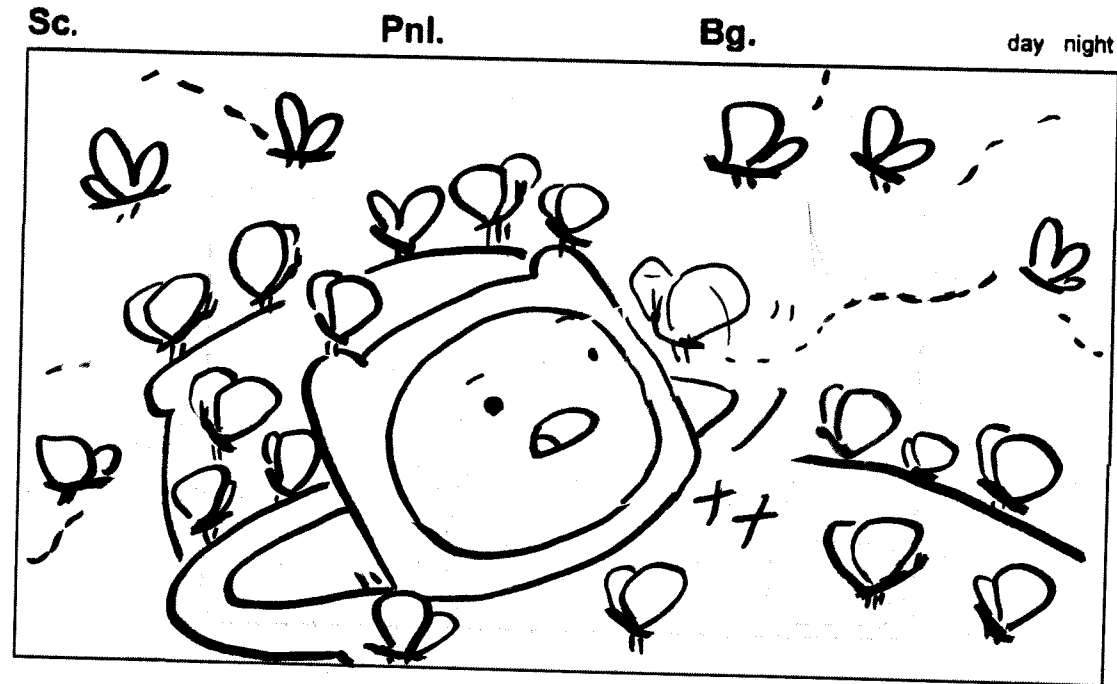
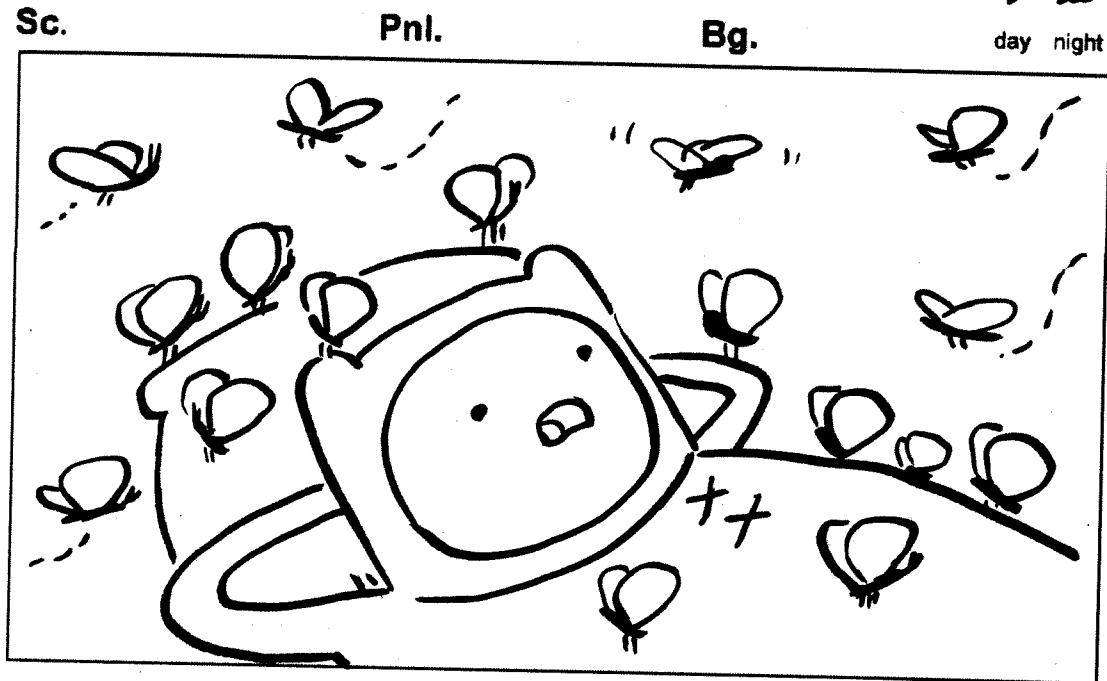
Production :

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ADVENTURE TIME



Page 228



Dialog:

(F:) I'm not sure.. I couldn't see it in the astral plane..

Action:

Timing:

(F:) but I heard it... it sounded really intense..

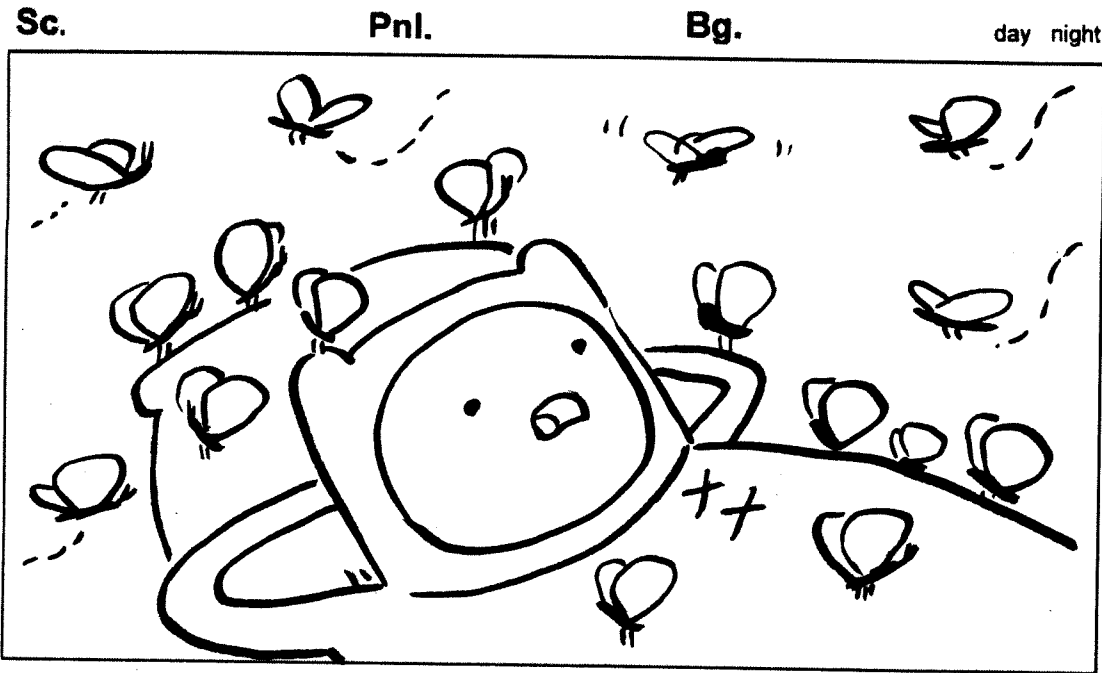
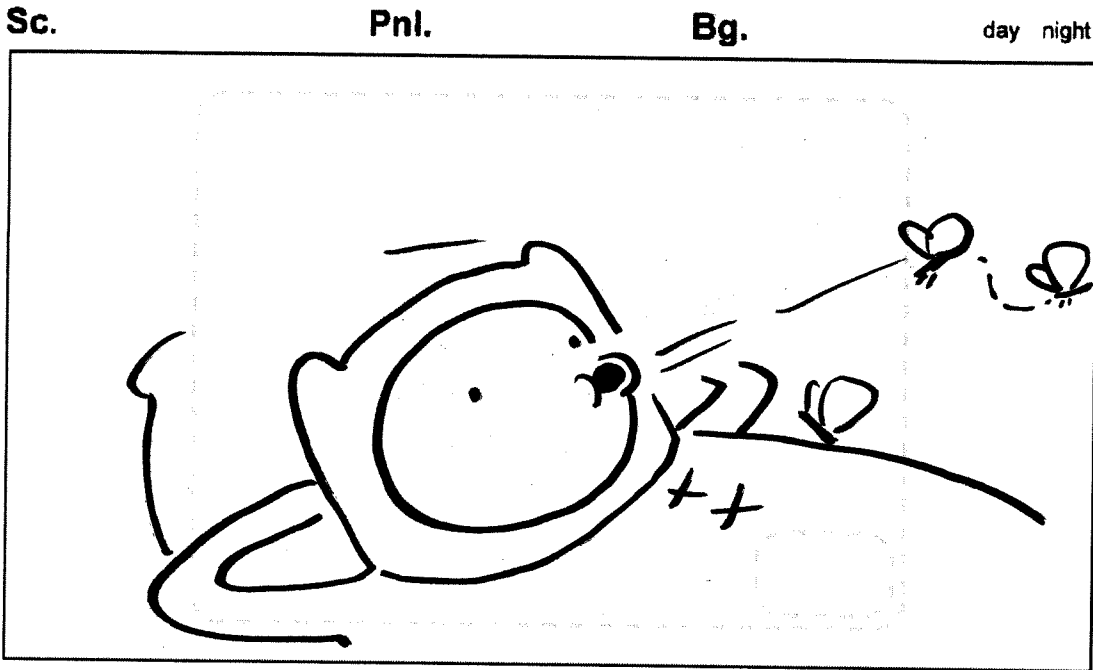
(butterfly flaps in Finn's Face)

EPISODE #

100860

Production :

ADVENTURE TIME



Dialog:	F / (whooo!)	F / .. MAYBE A GORILLA ?
Action:	(blows butterfly away from face)	
Timing:		

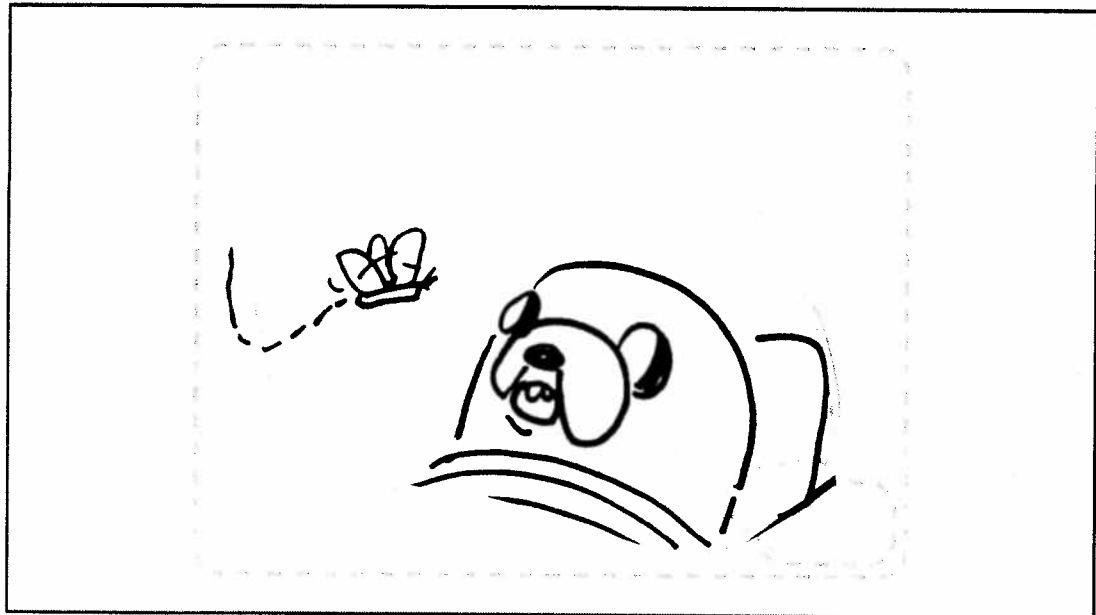
EPISODE # 100860

Production :

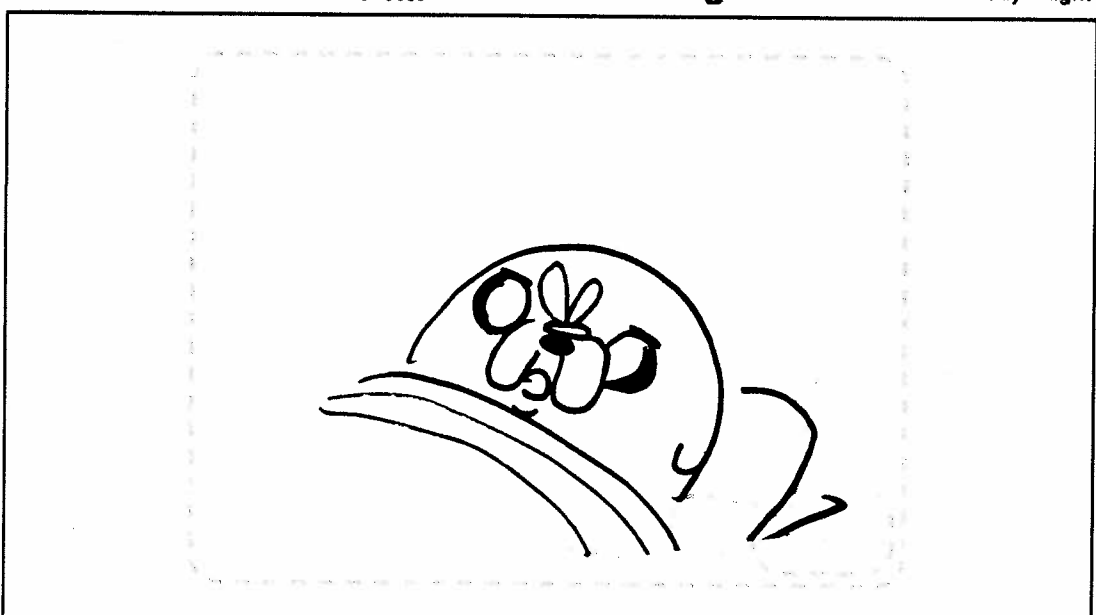
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

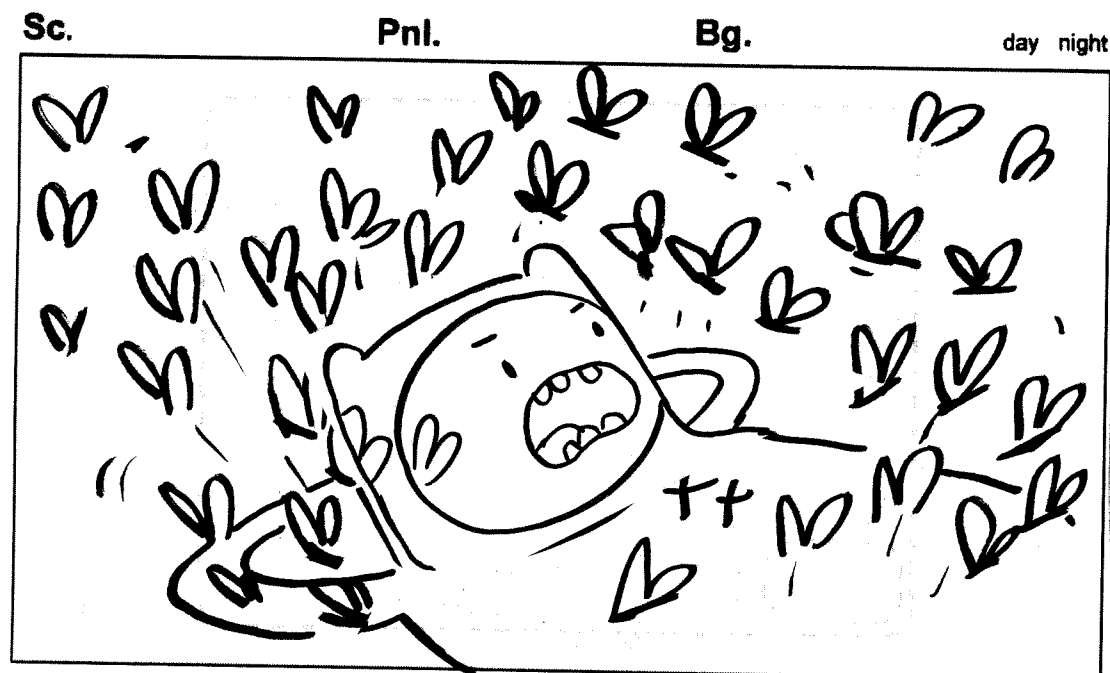
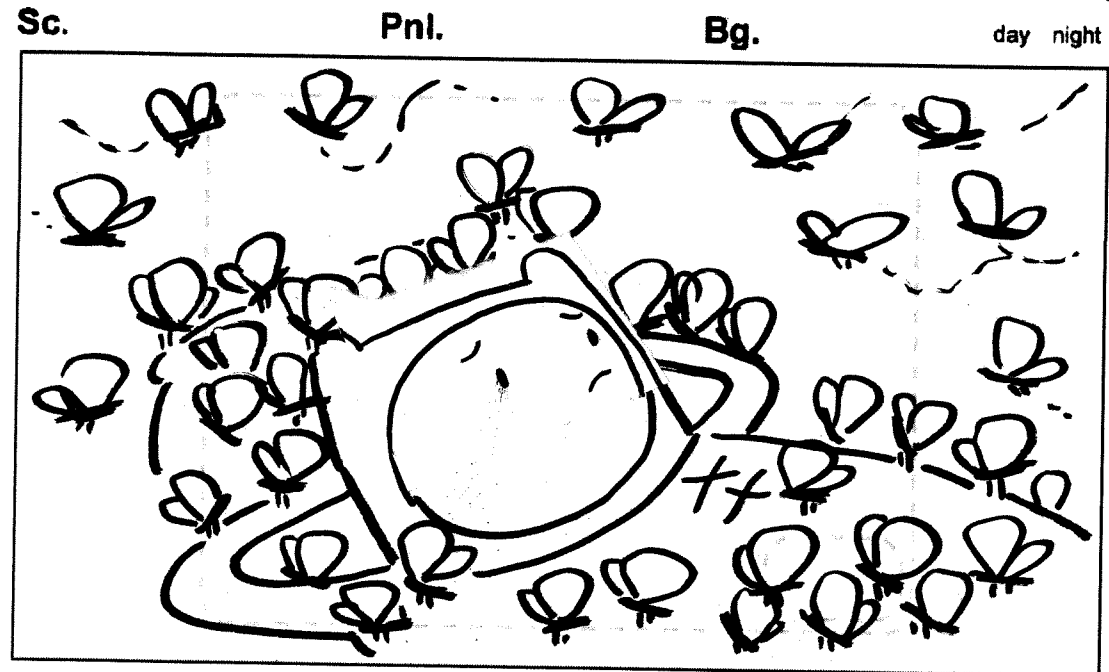


Dialog:	J / A GORILLA, HUH ?	
Action:	(noticing butterfly)	(butterfly lands on Jake's nose)
Timing:		

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Production :

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ADVENTURE TIME



Dialog:

(F) aww JUNK! DID I SUMMON BUTTERFLIES?!?

Action:

(butterflies scatter when Finn speaks)

Timing:

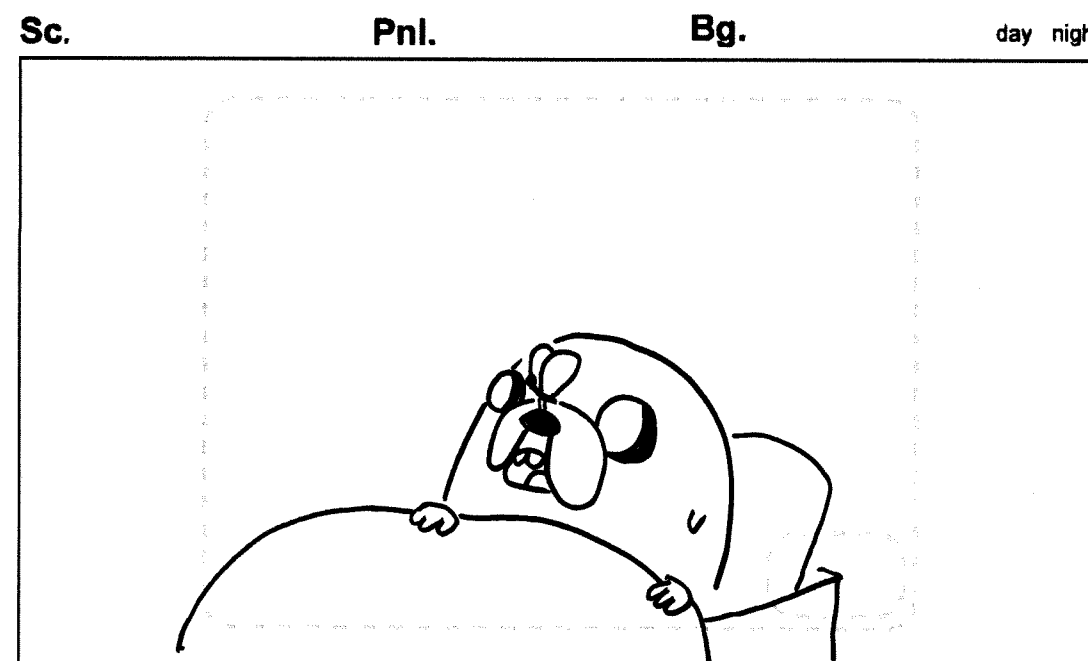
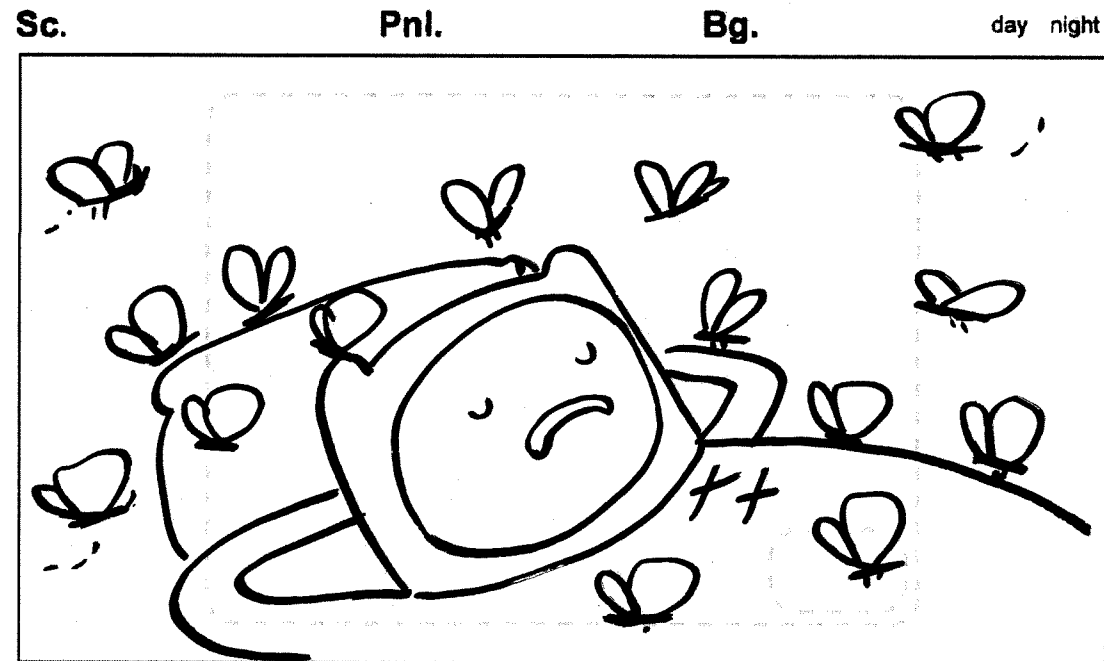
EPISODE # 100860

Production :

ADVENTURE TIME



Page 232



Dialog:

F / I SUCK .

J / HEY COME ON , NOW
YOU DON'T SUCK .

Action:

Timing:

100860

EPISODE #

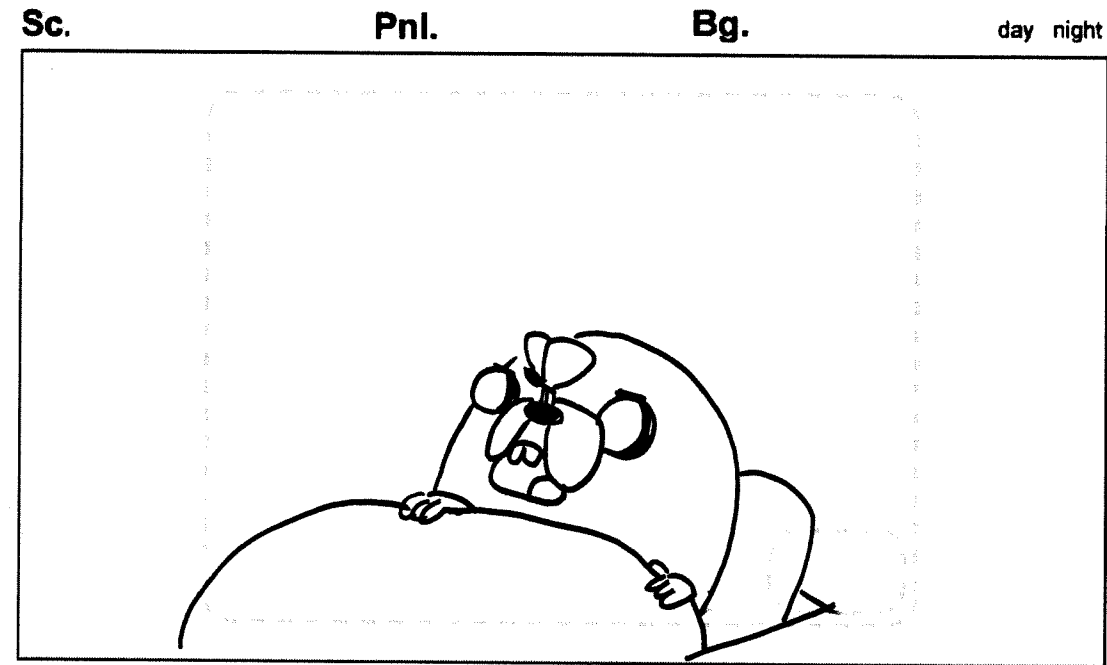
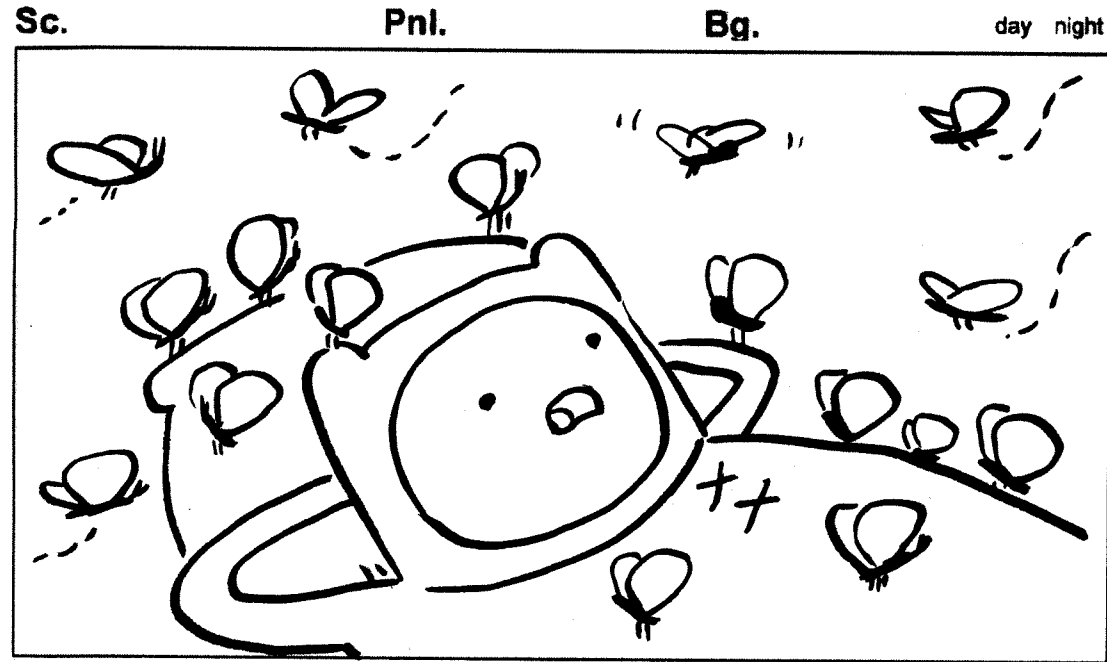
Production :

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ADVENTURE TIME



Page 233



Dialog:

F / YEAH I DO.

J / NO, YOU DON'T!
YOU'RE AWESOME.

Action:

Timing:

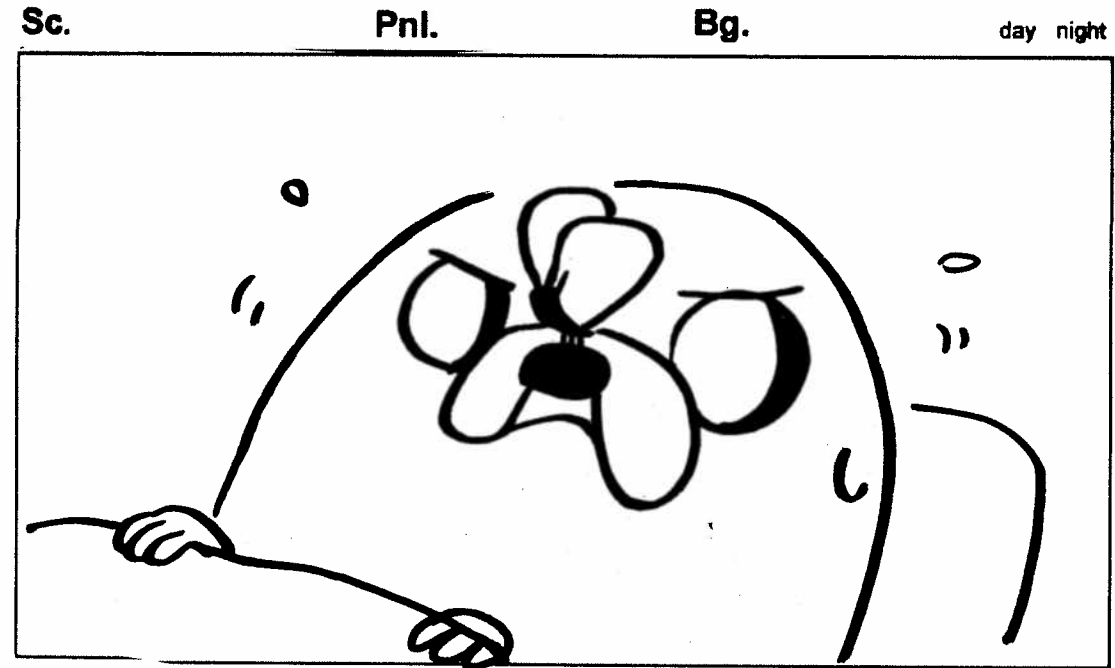
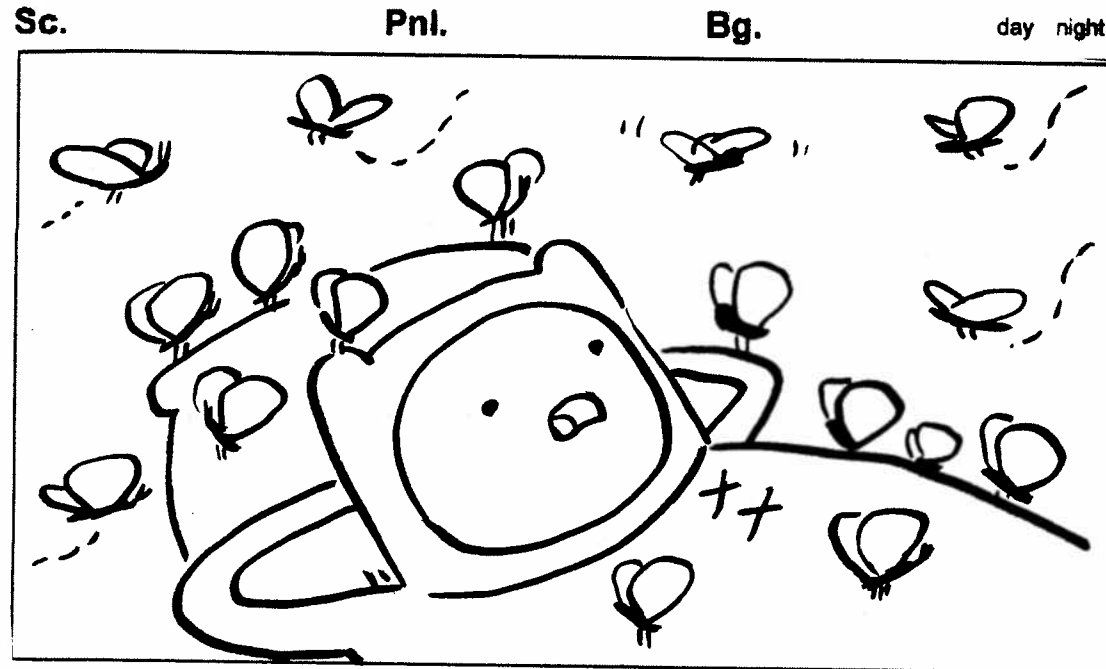
EPISODE # 100860

Production :

ADVENTURE TIME



Page 231



Dialog:	F / AT SUCKING.	J / <u>mmm!</u> <u>mmmmm!</u>
Action:		
Timing:		

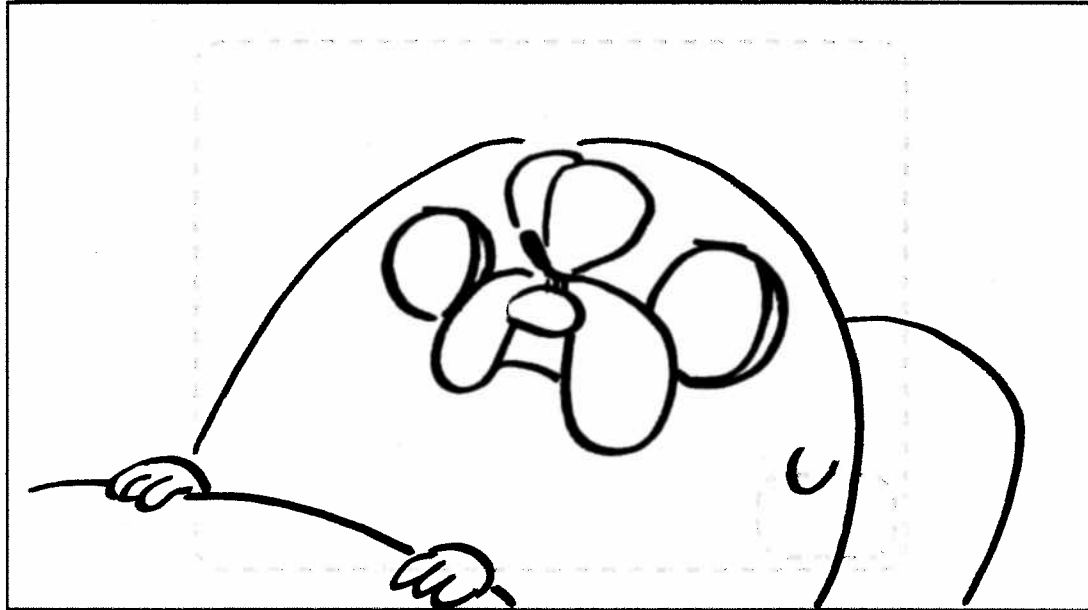
EPISODE # 100860
Production :

ADVENTURE TIME

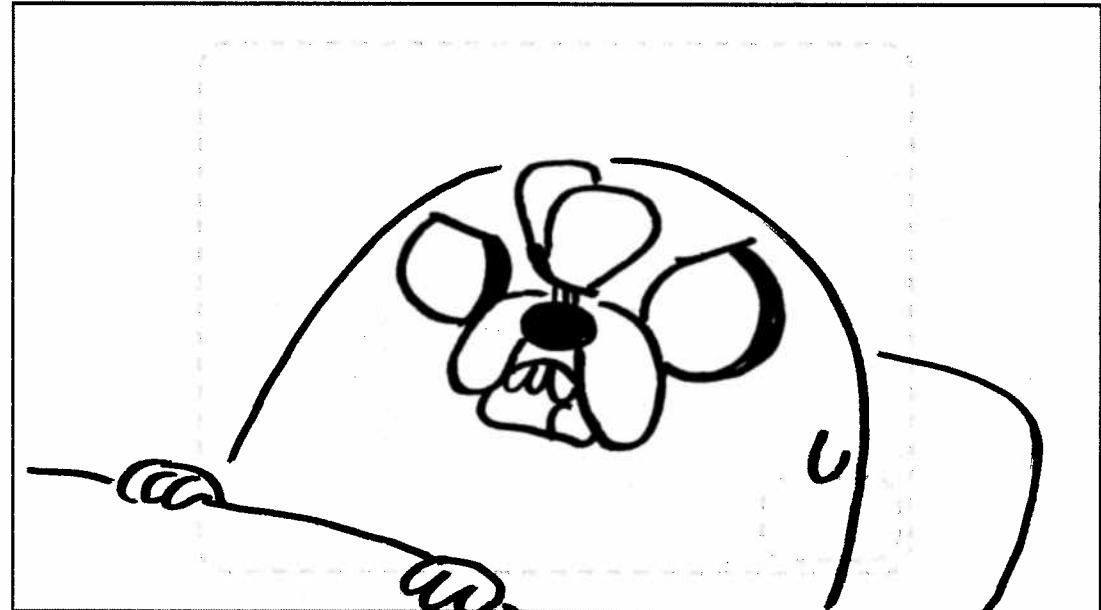


Page 235

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

F / WHAT ARE YOU DOING ?

J / I'M USING my enhanced
brain sense to tell
your astral beast to
slap some sense into you!

Action:

Timing:

100860

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	F / THAT'S COOL I DESERVE IT.	J / (mm! mmmm!)	J / NO...! ...
Action:			
Timing:			

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	J/... <u>YOU</u> !...	J/ <u>DON'T</u> !!
Action:	(butterflys move to center)	(form a big hand)
Timing:		

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ADVENTURE TIME



Page 238

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(SLAP!)	♪
Action:		
Timing:		

100860
EPISODE #
Production :

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ADVENTURE TIME



Page 239

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:		
Action:		
Timing:		

100860

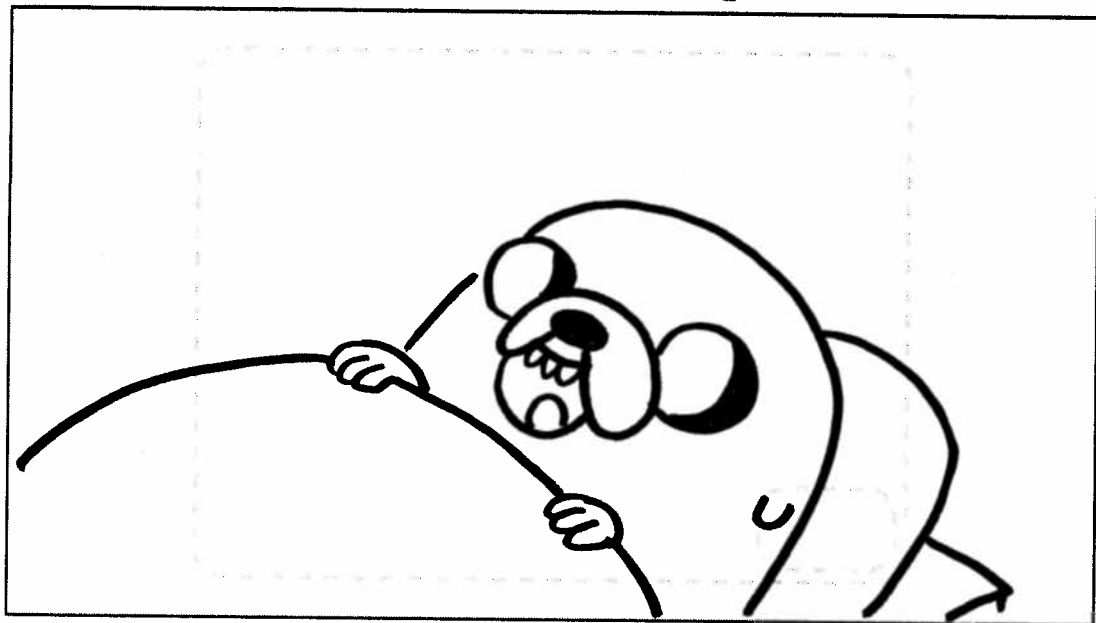
EPISODE #

Production :

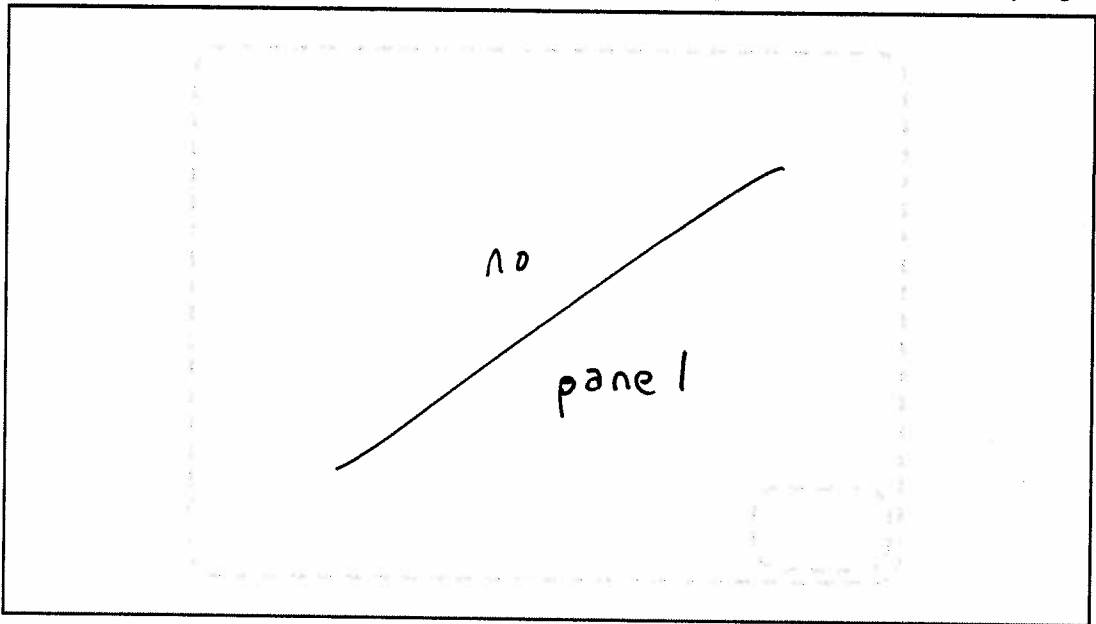
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

♪ !

Action:

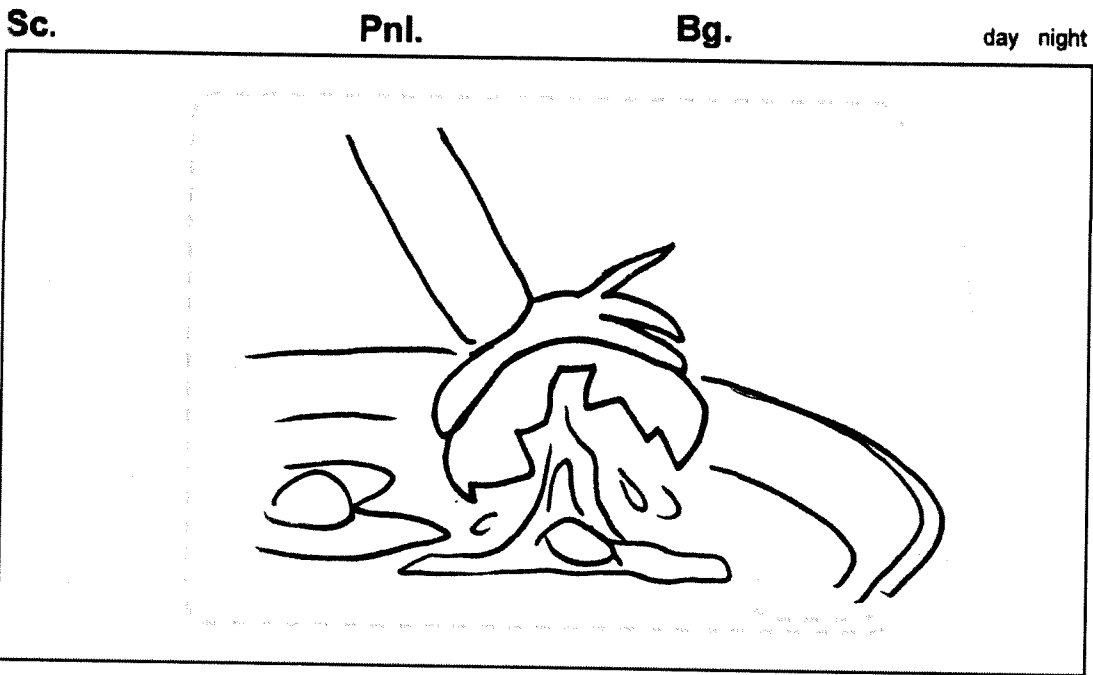
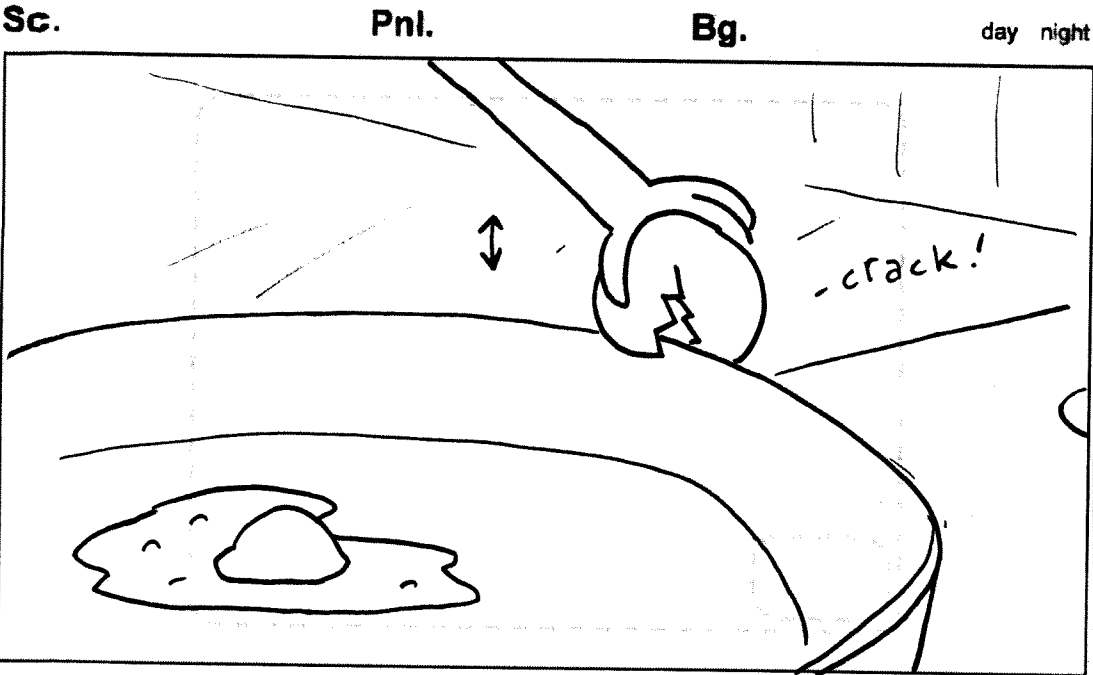
Timing:

EPISODE #

100860

Production :

ADVENTURE TIME

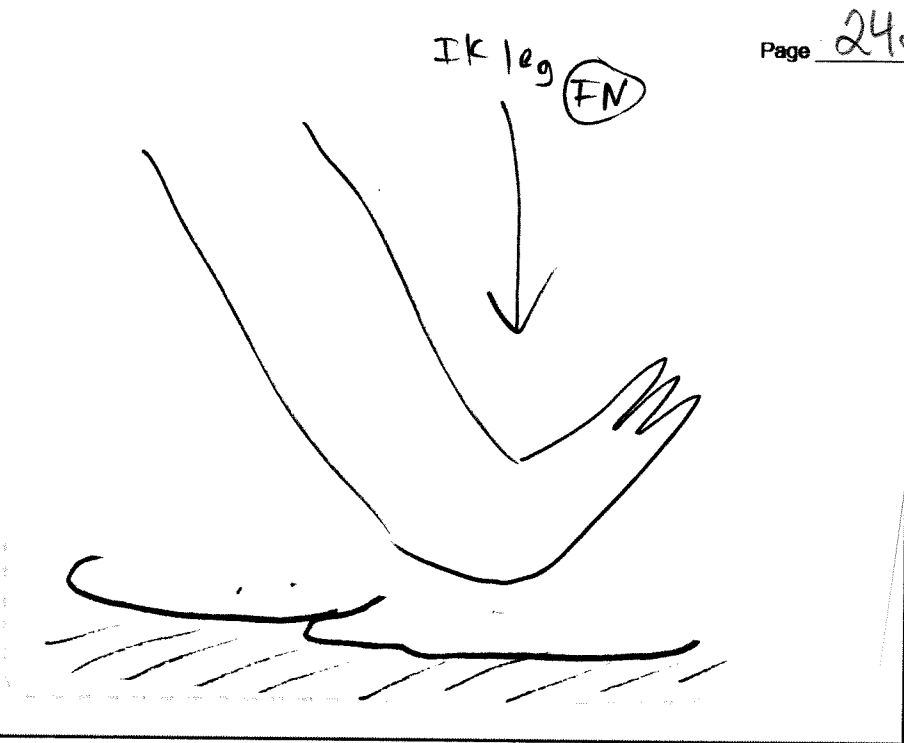


Dialog:
Action:
Timing:

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.



Dialog:	(pepper grinder noise)
Action:	(white hairs fall onto cooking eggs)
Timing:	

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

out



Dialog:	
Action:	
Timing:	

IK: SHAKEY-SHAKEY,
MAKIN AN AN
OMLET FOR JAKY.

EPISODE # 100860
Production :

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ADVENTURE TIME



Page 244

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	IK / WELL I DON'T WANNA USE TOO MUCH foot.	IK / IT'LL TAKE AWAY FROM THE OMELET .'
Action:		
Timing:		

EPISODE # 100860
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
IK / HUH?
Action:
Timing:

IK / Y' AHH!

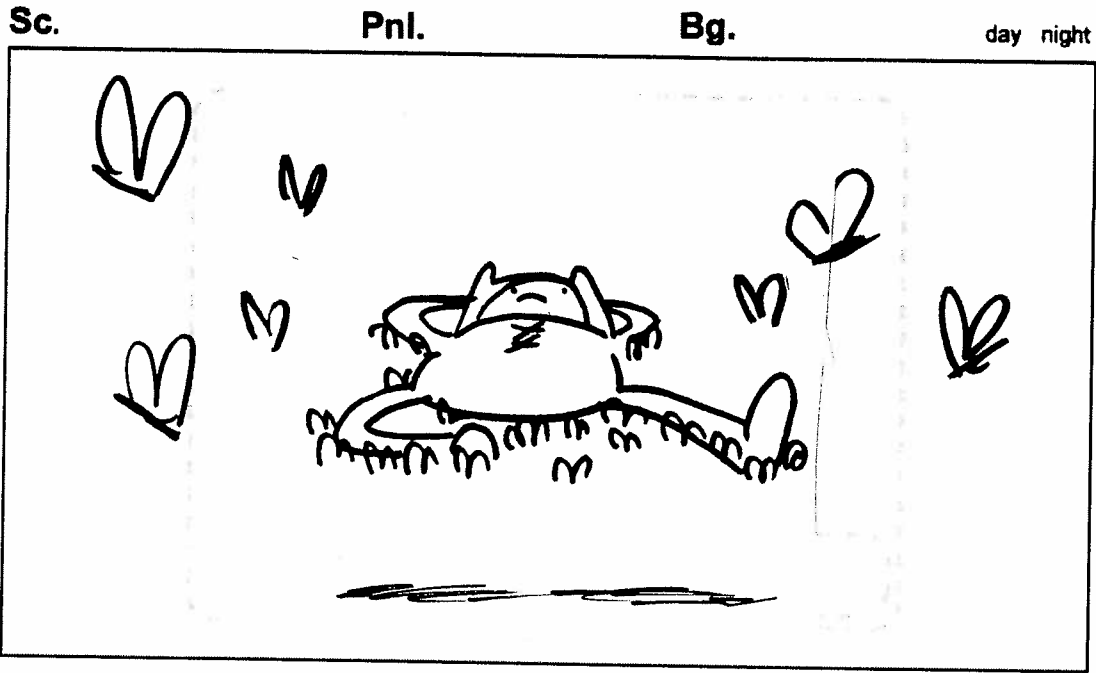
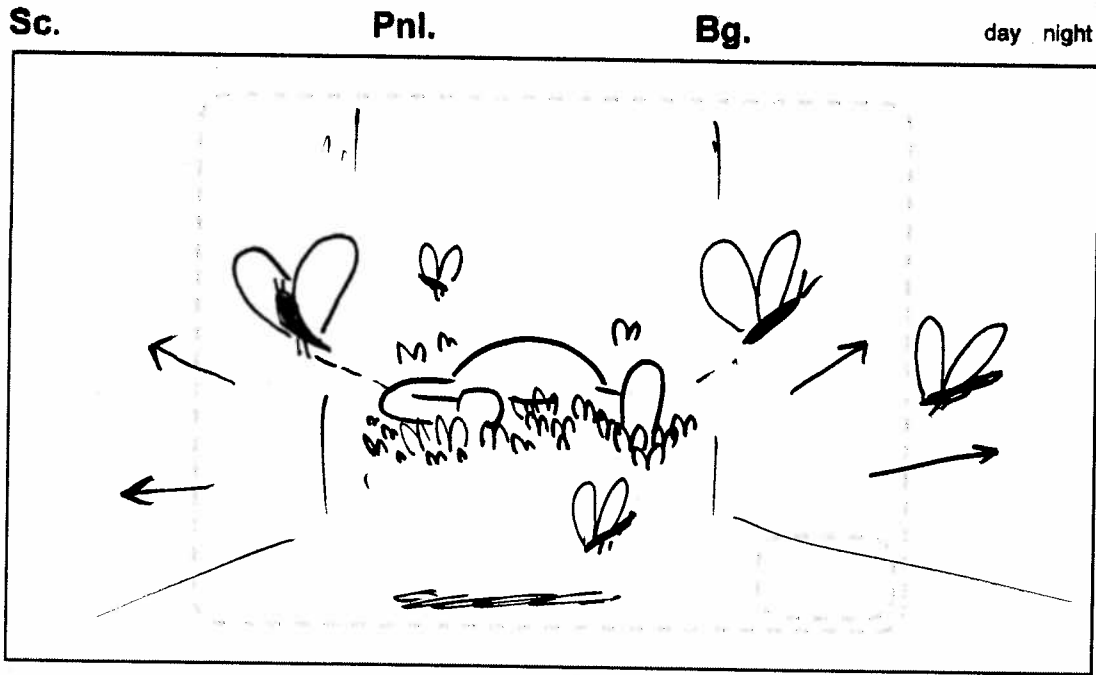
EPISODE # 100860

Production :

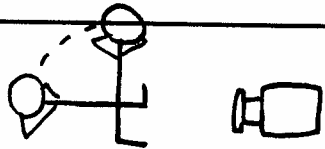
ADVENTURE TIME



Page 246



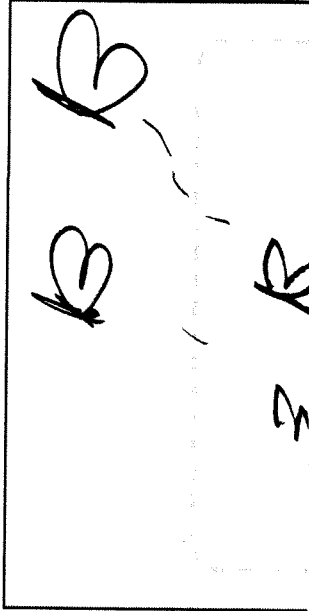
Dialog:
Action:
Timing:



Production : 100860

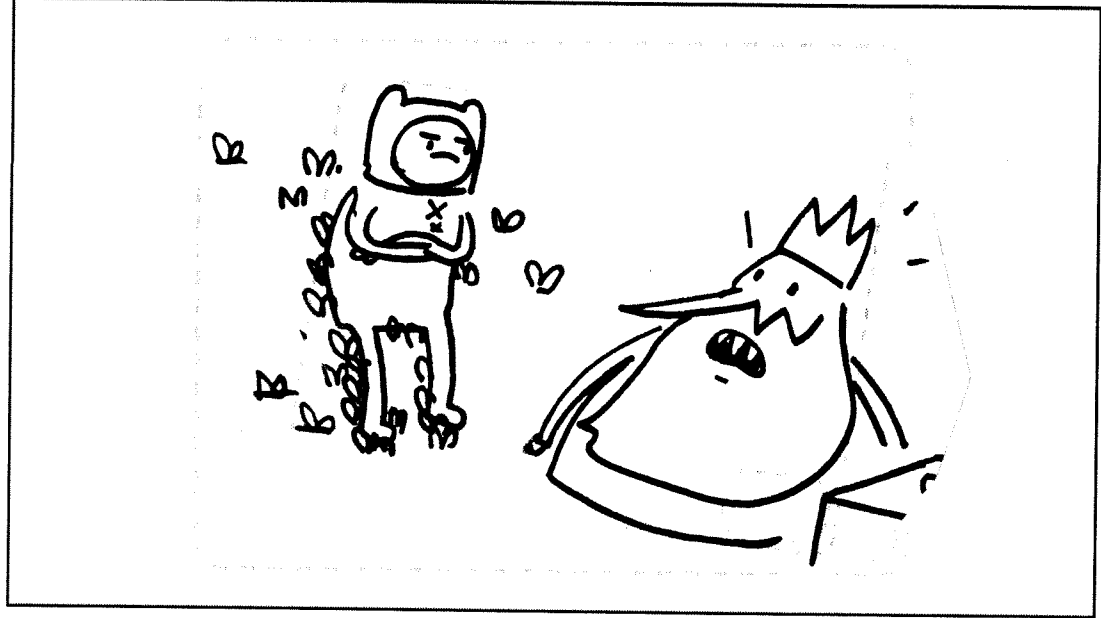
AI

Sc.



day night

Sc.



Pnl.

Bg.

day night

Dialog:

...

Action:

Timing:

IK / FINN!



Page 247

100860

EPISODE #

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / AND JAKE!	IK / AND A BUNCH OF BUTTERFLIES...
Action:		
Timing:		

100860
EPISODE #
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / AND A SWORD !	(KONK !)
Action:		
Timing:		

100860

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ADVENTURE TIME



Page 250

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / oww!	IK / (crying) WHAT DO YOU U U WANT FROM ME ?!
Action:		
Timing:		

100860
EPISODE #
Production :

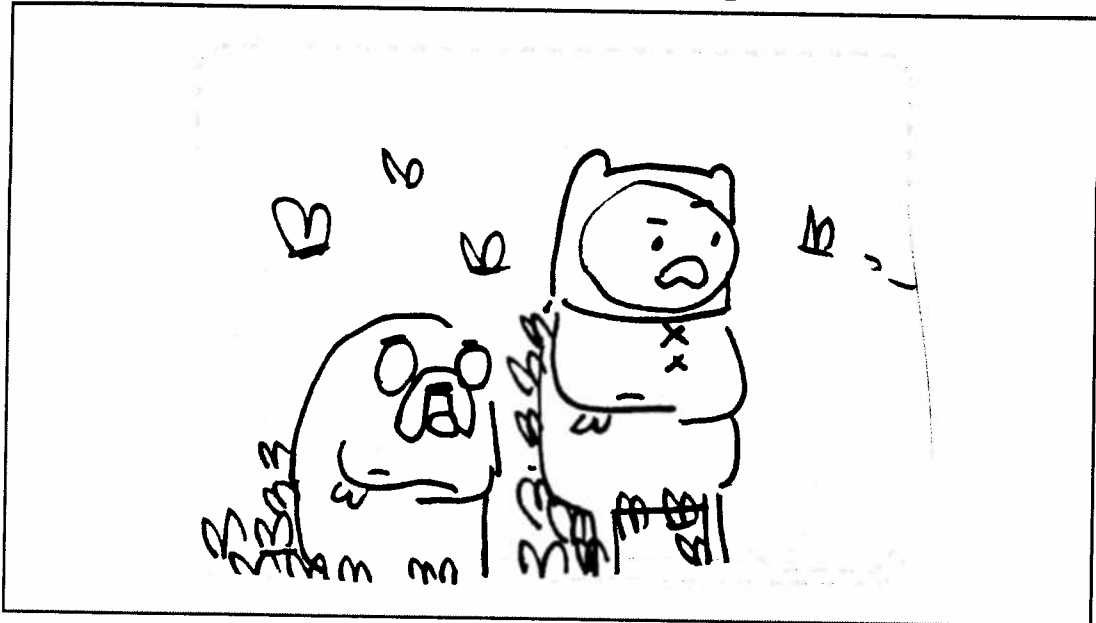
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ADVENTURE TIME

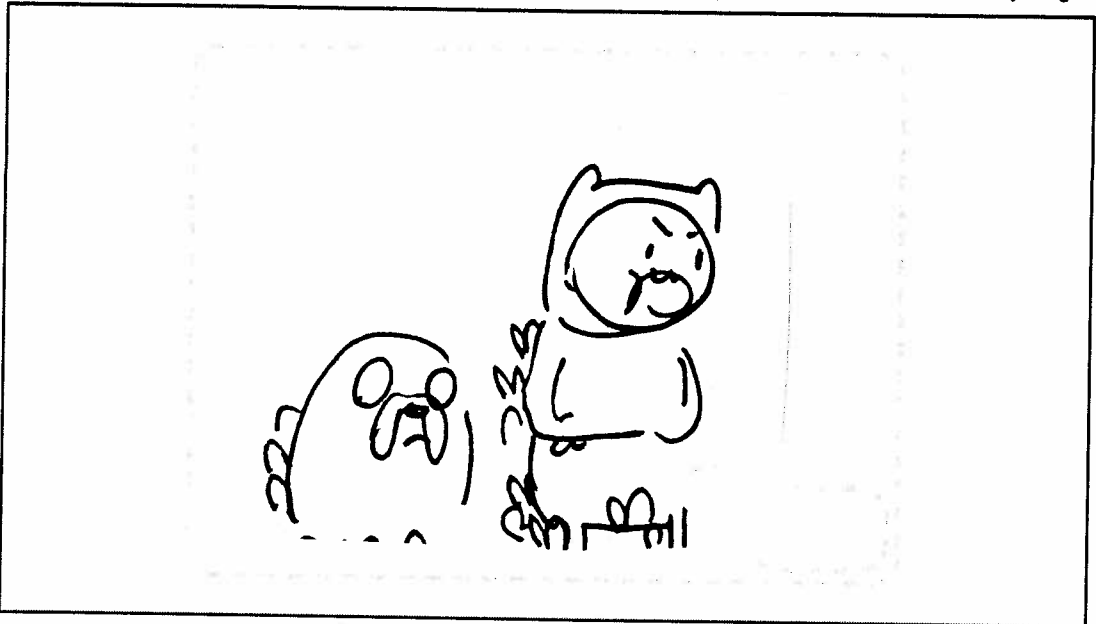


Page 25

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F/ WHAT DO WE -- ?	F/ WE WANT YOU TO UNFREEZE US, YOU LUNATIC!
Action:		
Timing:		

EPISODE # 100860
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

IK: NO! were not friends yet!

Action:

You haven't eaten my omlet!

Timing:

EPISODE # 10860

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	Ik- ah!
Action:	Butterflies form hand.
Timing:	

100860
EPISODE #
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	F/ friends don't eat each other ice king.. that's not how friends work.. now unlock this bottle and un-freeze us.	!
Action:		
Timing:		

EPISODE # 10060
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK/ Oh... alright...
Action:	(bottle is carried in) by butter flies.
Timing:	

10060
09800T
EPISODE #
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	IK / I DON'T KNOW HOW YOU'RE DOING THIS ...	IK / ... BUT IT'S IMPRESSIVE
Action:	(grabs bottle)	(UN-LOCKING BOTTLE)
Timing:		

100860

EPISODE #

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ADVENTURE TIME



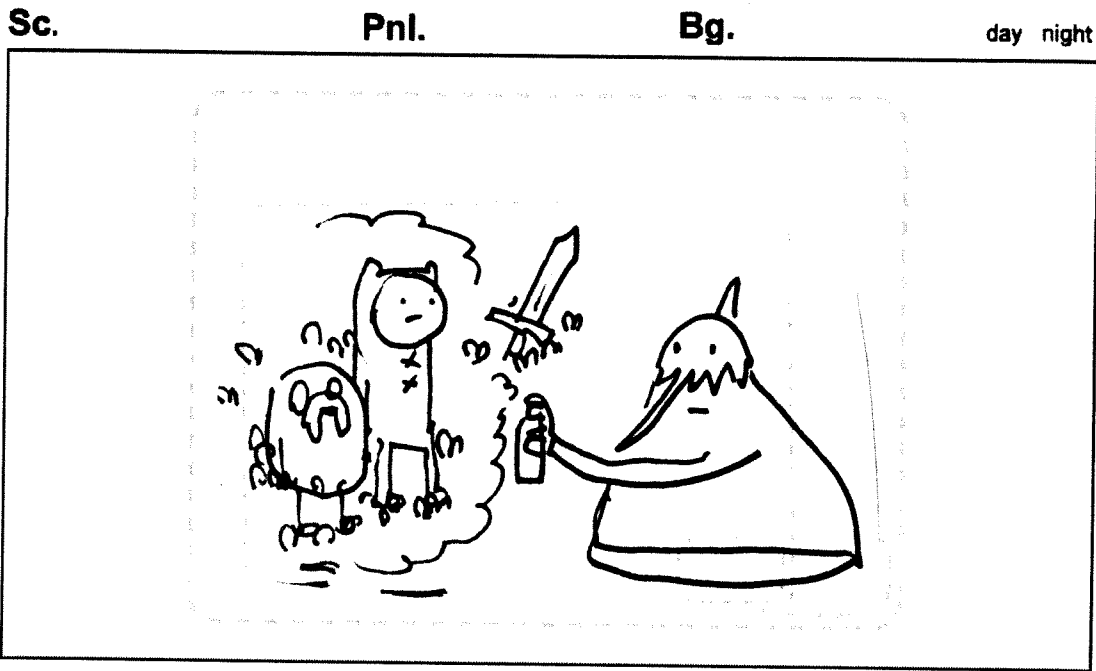
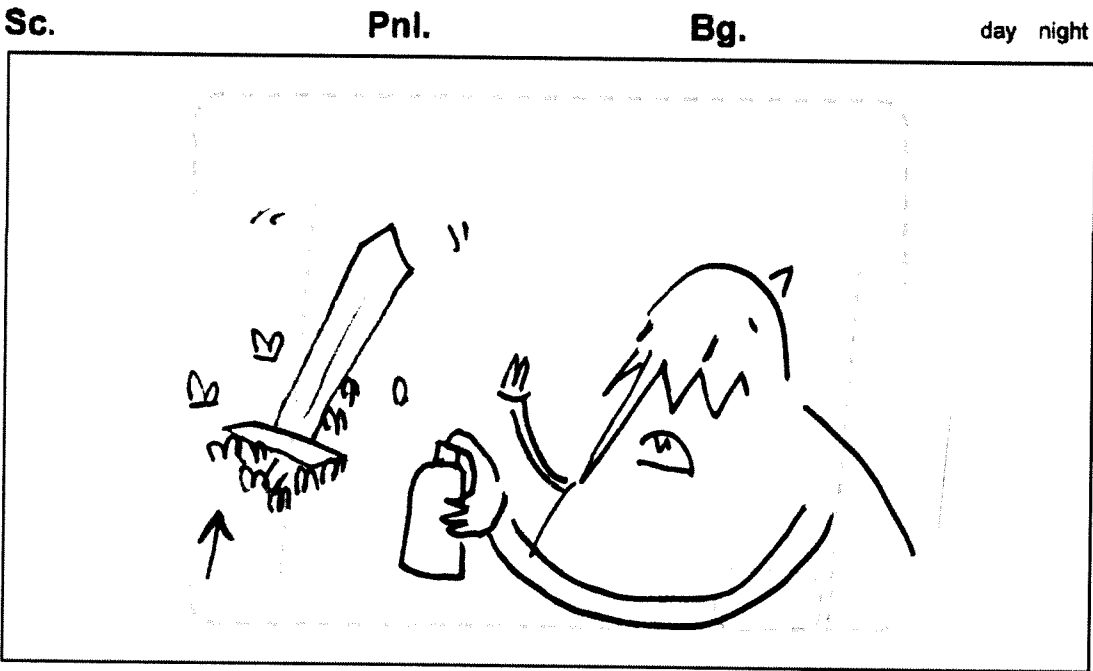
Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	F / THANKS MAN.	J / LET'S <u>GO</u> !
Action:		
Timing:		

100860
EPISODE #
Production :

ADVENTURE TIME

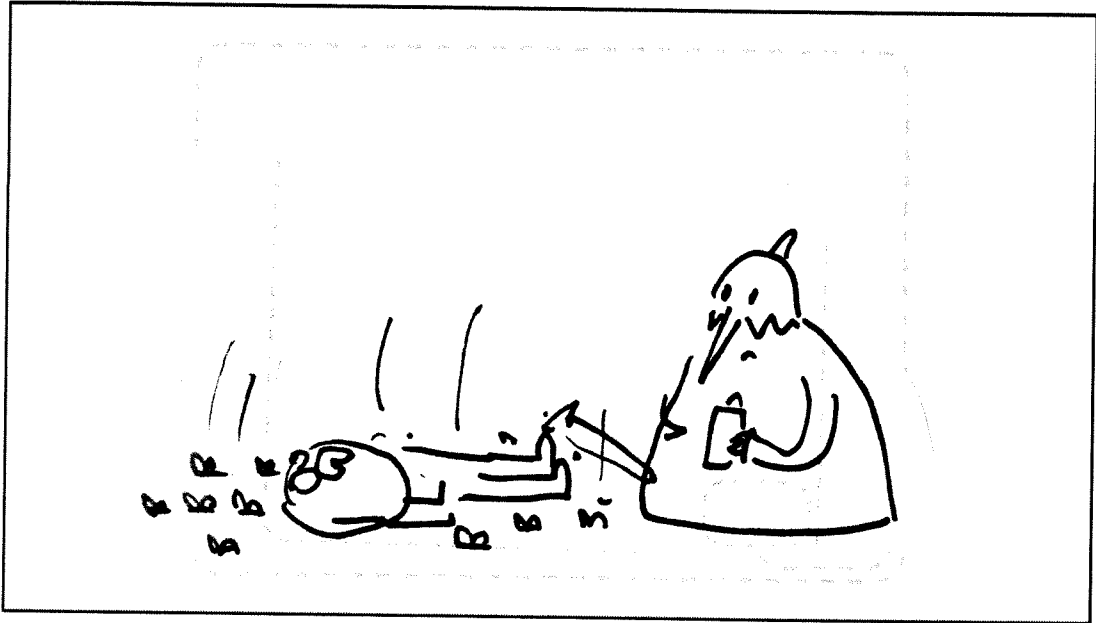


Dialog:	IK! OK! OK!	(spray.)
Action:		
Timing:		

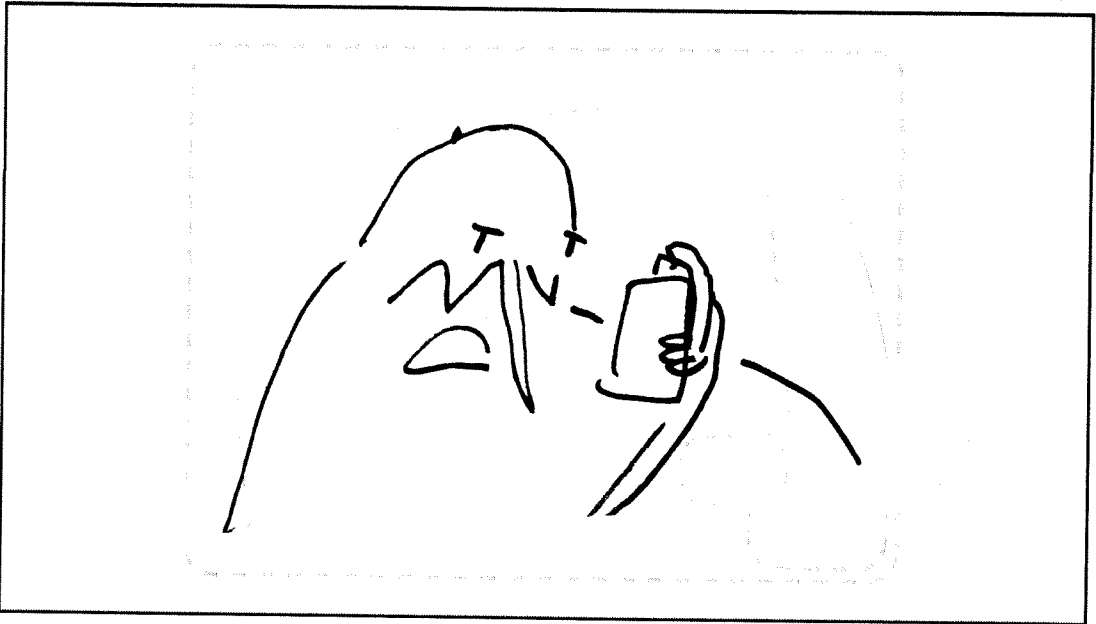
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	IK / WAIT A MINUTE, WHICH BOTTLE IS TH --
Action:	(butterflies stop moving and drop to the ground.)
Timing:	

100860

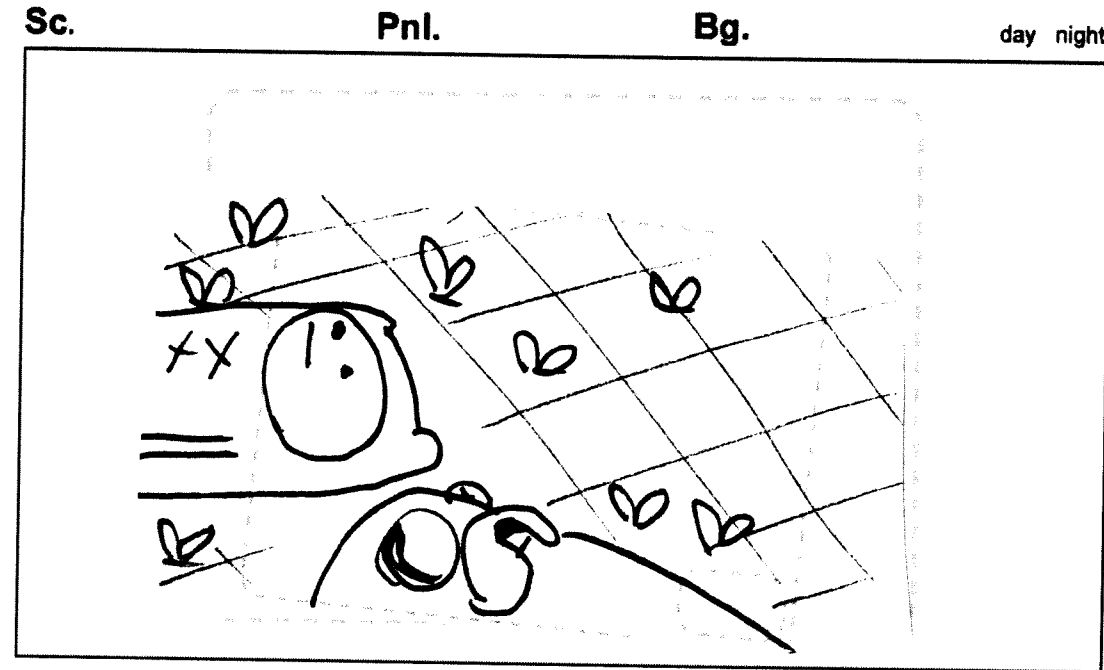
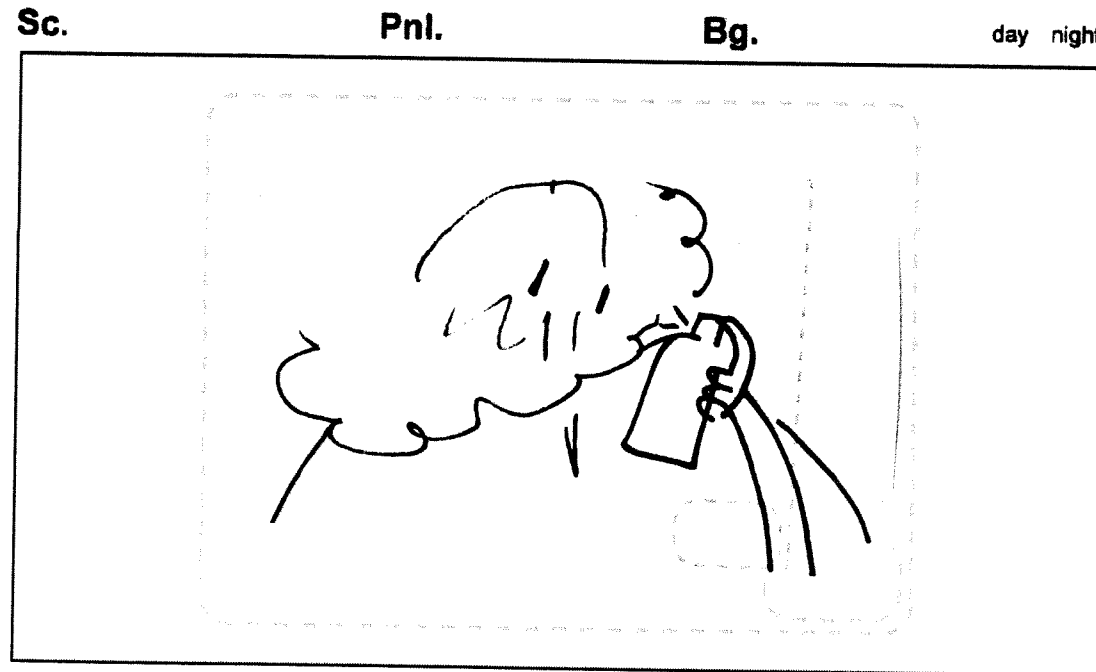
EPISODE #

Production :

ADVENTURE TIME



Page 260



Dialog:
(SPRAY!)
Action:
Timing:

EPISODE # 100860

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

IK / I THINK THEY BROUGHT ME THE WRONG BOTTLE.

Action:

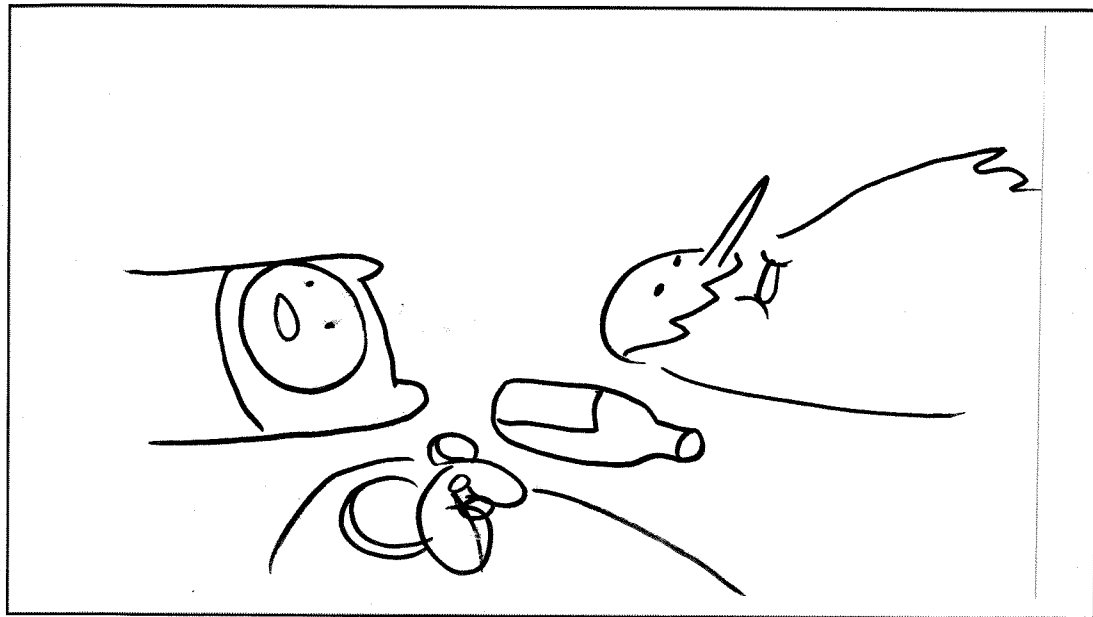
Timing:

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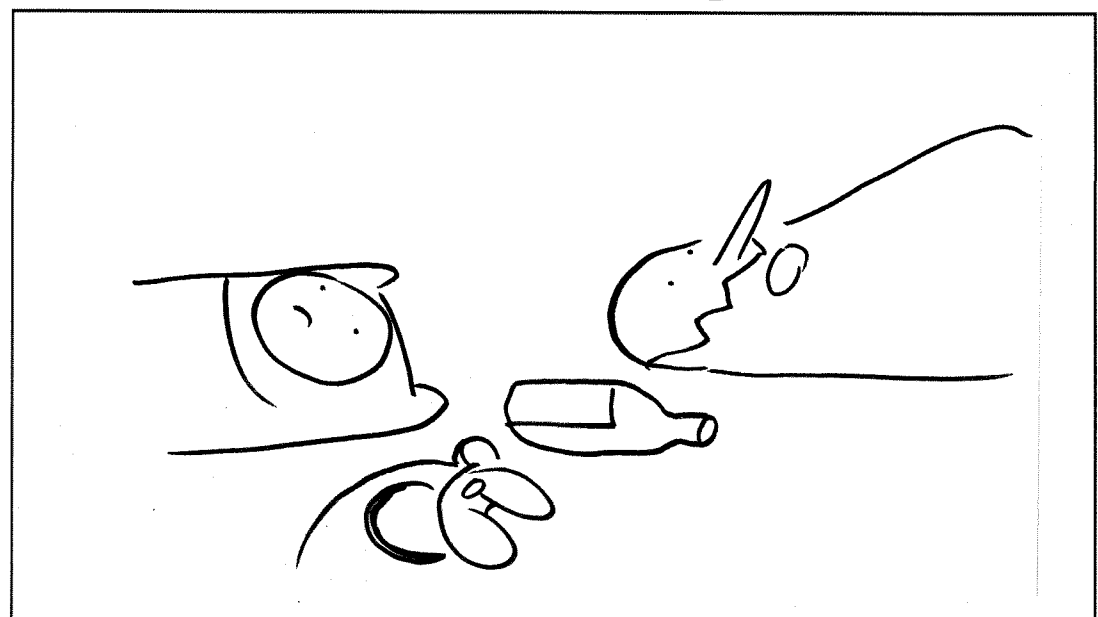
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Ik! Gunter's still upstairs.

Action:

Timing:

Ik! GUNTER!!

100860

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action

Timin

F+J+IK: Gunter, Gunter!

EPISODE # 100860

Production :

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ADVENTURE TIME



Page 264

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (O.S.) GUNTERRR !!!

Action:

Timing:

GUNTER !!!

EPISODE # 100860

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE # 100860

Production :

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ADVENTURE TIME



Page 266

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><p>BLACK</p></div>									

Dialog:	x sfx Bottle smash .
Action:	
Timing:	

EPISODE # 100860

Production :